

<div> <div> Accursed Marauder <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Zombie Warrior</div> <div> When this creature enters, each player sacrifices a nontoken creature of their choice. </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Bloodghast <div> <div>B</div> <div>B</div> </div> </div> <div> <div>Creature -- Vampire Spirit</div> <div> This creature can't block. This creature has haste as long as an opponent has 10 or less life. Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield. </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Bloodghast <div> <div>B</div> <div>B</div> </div> </div> <div> <div>Creature -- Vampire Spirit</div> <div> This creature can't block. This creature has haste as long as an opponent has 10 or less life. Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield. </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Bloodghast <div> <div>B</div> <div>B</div> </div> </div> <div> <div>Creature -- Vampire Spirit</div> <div> This creature can't block. This creature has haste as long as an opponent has 10 or less life. Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield. </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>
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① ② B

When this enchantment enters, you get {E}{E}{E} (three energy counters).

Pay X {E}, Sacrifice a creature, Return this enchantment to its owner's hand: Return target creature card with mana value X from your graveyard to the battlefield.

Activate only as a sorcery.

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Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {U} or {B}.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

Instant

You may sacrifice a nontoken black creature rather than pay this spell's mana cost. Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.

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2 B B

Instant

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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<div> <div>Flare of Malice</div> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>You may sacrifice a nontoken black creature rather than pay this spell's mana cost. Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.</p> </div> <div> <div>3/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Gerald's Messenger</div> <div> <div>B</div> <div>B</div> <div>B</div> </div> </div> <div>Creature -- Zombie</div> <div> <p>This creature enters tapped. When this creature enters, target opponent loses 2 life. Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)</p> </div> <div> <div>3/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Gerald's Messenger</div> <div> <div>B</div> <div>B</div> <div>B</div> </div> </div> <div>Creature -- Zombie</div> <div> <p>This creature enters tapped. When this creature enters, target opponent loses 2 life. Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)</p> </div> <div> <div>3/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Gerald's Messenger</div> <div> <div>B</div> <div>B</div> <div>B</div> </div> </div> <div>Creature -- Zombie</div> <div> <p>This creature enters tapped. When this creature enters, target opponent loses 2 life. Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)</p> </div> <div> <div>3/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<p>Grief (2)(B)(B)</p> <p>Creature -- Elemental Incarnation</p> <p>Menace When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Evoke--Exile a black card from your hand.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Not Dead After All (B)</p> <p>Instant</p> <p>Until end of turn, target creature you control gains "When this creature dies, return it to the battlefield tapped under its owner's control, then create a Wicked Role token attached to it." (Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Not Dead After All (B)</p> <p>Instant</p> <p>Until end of turn, target creature you control gains "When this creature dies, return it to the battlefield tapped under its owner's control, then create a Wicked Role token attached to it." (Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Not Dead After All (B)</p> <p>Instant</p> <p>Until end of turn, target creature you control gains "When this creature dies, return it to the battlefield tapped under its owner's control, then create a Wicked Role token attached to it." (Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Orcish Bowmasters (1)(B)</p> <p>Creature -- Orc Archer</p> <p>Flash When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Orcish Bowmasters (1)(B)</p> <p>Creature -- Orc Archer</p> <p>Flash When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Orcish Bowmasters (1)(B)</p> <p>Creature -- Orc Archer</p> <p>Flash When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Orcish Bowmasters (1)(B)</p> <p>Creature -- Orc Archer</p> <p>Flash When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<div><div>Phyrexian Tower</div><div>Legendary Land</div><div>{T}: Add {C}. {T}, Sacrifice a creature: Add {B}{B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Phyrexian Tower</div><div>Legendary Land</div><div>{T}: Add {C}. {T}, Sacrifice a creature: Add {B}{B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Phyrexian Tower</div><div>Legendary Land</div><div>{T}: Add {C}. {T}, Sacrifice a creature: Add {B}{B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Polluted Delta</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Polluted Delta</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Polluted Delta</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Polluted Delta</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Psychic Frog</div><div> Creature -- Frog</div><div>Whenever this creature deals combat damage to a player or planeswalker, draw a card. Discard a card: Put a +1/+1 counter on this creature. Exile three cards from your graveyard: This creature gains flying until end of turn.</div><div>1/2</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Psychic Frog (U)(B) Creature -- Frog Whenever this creature deals combat damage to a player or planeswalker, draw a card. Discard a card: Put a +1/+1 counter on this creature. Exile three cards from your graveyard: This creature gains flying until end of turn. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Psychic Frog (U)(B) Creature -- Frog Whenever this creature deals combat damage to a player or planeswalker, draw a card. Discard a card: Put a +1/+1 counter on this creature. Exile three cards from your graveyard: This creature gains flying until end of turn. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Psychic Frog (U)(B) Creature -- Frog Whenever this creature deals combat damage to a player or planeswalker, draw a card. Discard a card: Put a +1/+1 counter on this creature. Exile three cards from your graveyard: This creature gains flying until end of turn. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Satoru, the Infiltrator (U)(B) Legendary Creature -- Human Ninja Rogue Menace Whenever Satoru and/or one or more other nontoken creatures you control enter, if none of them were cast or no mana was spent to cast them, draw a card. <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Satoru, the Infiltrator (U)(B) Legendary Creature -- Human Ninja Rogue Menace Whenever Satoru and/or one or more other nontoken creatures you control enter, if none of them were cast or no mana was spent to cast them, draw a card. <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Satoru, the Infiltrator (U)(B) Legendary Creature -- Human Ninja Rogue Menace Whenever Satoru and/or one or more other nontoken creatures you control enter, if none of them were cast or no mana was spent to cast them, draw a card. <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Satoru, the Infiltrator (U)(B) Legendary Creature -- Human Ninja Rogue Menace Whenever Satoru and/or one or more other nontoken creatures you control enter, if none of them were cast or no mana was spent to cast them, draw a card. <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spymaster's Vault Land This land enters tapped unless you control a Swamp. {T}: Add {B}. {B}, {T}: Target creature you control connives X, where X is the number of creatures that died this turn. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Stitcher's Supplier</div><div><div>B</div></div></div> <div><div>Creature -- Zombie</div><div>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Stitcher's Supplier</div><div><div>B</div></div></div> <div><div>Creature -- Zombie</div><div>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Stitcher's Supplier</div><div><div>B</div></div></div> <div><div>Creature -- Zombie</div><div>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Stitcher's Supplier</div><div><div>B</div></div></div> <div><div>Creature -- Zombie</div><div>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Swamp</div><div></div></div> <div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div><div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Swamp</div><div></div></div> <div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div><div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Swamp</div><div></div></div> <div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div><div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Undercity Sewers</div><div></div></div> <div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div><div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Urborg, Tomb of Yawgmoth</div><div>Legendary Land</div><div>Each land is a Swamp in addition to its other land types.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Damping Sphere ②</div><div>Artifact</div><div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Damping Sphere ②</div><div>Artifact</div><div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Damping Sphere ②</div><div>Artifact</div><div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Disruptor Flute ②</div><div>Artifact</div><div>Flash As this artifact enters, choose a card name. Spells with the chosen name cost {3} more to cast. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Disruptor Flute</div> <div>2</div> </div> <div>Artifact</div> <div>Flash</div> <div>As this artifact enters, choose a card name.</div> <div>Spells with the chosen name cost {3} more to cast.</div> <div>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Disruptor Flute</div> <div>2</div> </div> <div>Artifact</div> <div>Flash</div> <div>As this artifact enters, choose a card name.</div> <div>Spells with the chosen name cost {3} more to cast.</div> <div>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Force of Despair</div> <div>1BB</div> </div> <div>Instant</div> <div>If it's not your turn, you may exile a black card from your hand rather than pay this spell's mana cost.</div> <div>Destroy all creatures that entered this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Force of Despair</div> <div>1BB</div> </div> <div>Instant</div> <div>If it's not your turn, you may exile a black card from your hand rather than pay this spell's mana cost.</div> <div>Destroy all creatures that entered this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<div> <div> Fulminator Mage <div> <div>1</div> <div>B/R</div> <div>B/R</div> </div> </div> <div> Creature -- Elemental Shaman </div> <div> Sacrifice this creature: Destroy target nonbasic land. </div> <div> [sideboard] </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Nihil Spellbomb <div> <div>1</div> </div> </div> <div> Artifact </div> <div> {T}, Sacrifice this artifact: Exile target player's graveyard. </div> <div> When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Nihil Spellbomb <div> <div>1</div> </div> </div> <div> Artifact </div> <div> {T}, Sacrifice this artifact: Exile target player's graveyard. </div> <div> When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	