

<p>Agadeem's Awakening (X)(B)(B)(B)</p> <p>Sorcery</p> <p>Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less.</p> <p>----- BACK FACE -----</p> <p>Agadeem, the Undercrypt</p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Archon of Cruelty (6)(B)(B)</p> <p>Creature -- Archon</p> <p>Flying</p> <p>Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life.</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Archon of Cruelty (6)(B)(B)</p> <p>Creature -- Archon</p> <p>Flying</p> <p>Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life.</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Archon of Cruelty (6)(B)(B)</p> <p>Creature -- Archon</p> <p>Flying</p> <p>Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life.</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
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Crypt of Agadeem

Land

This land enters tapped.
{T}: Add {B}.
{2}, {T}: Add {B} for each black creature card in your graveyard.

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This land enters tapped.
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{T}: Add {B}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flare of Malice (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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Grief (2)(B)(B)

Creature -- Elemental Incarnation

Menace
When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.
Evoked-Exile a black card from your hand.

3/2

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<div>Marsh Flats</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Orcish Bowmasters 1B</div> <div>Creature -- Orc Archer</div> <div>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.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Orcish Bowmasters 1B</div> <div>Creature -- Orc Archer</div> <div>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.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Persist 1B</div> <div>Sorcery</div> <div>Return target nonlegendary creature card from your graveyard to the battlefield with a -1/-1 counter on it.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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Phyrexian Tower

Legendary Land

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{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ripples of Undeath (1) (B)

Enchantment

At the beginning of your first main phase, mill three cards. Then you may pay $\{1\}$ and 3 life. If you do, put a card from among those cards into your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ripples of Undeath ① B

Enchantment

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Ripples of Undeath (1)(B)

Enchantment

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rotting Rats

Creature -- Zombie Rat

When this creature enters, each player discards a card.

Unearth {1}{B} ({1}{B}): Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

1/1

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1/1

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<p>Spymaster's Vault</p> <p>Land</p> <p>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.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Stitcher's Supplier (B)</p> <p>Creature -- Zombie</p> <p>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Stitcher's Supplier (B)</p> <p>Creature -- Zombie</p> <p>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Stitcher's Supplier (B)</p> <p>Creature -- Zombie</p> <p>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Stitcher's Supplier (B)</p> <p>Creature -- Zombie</p> <p>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Street Wraith (3)(B)(B)</p> <p>Creature -- Wraith</p> <p>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.) Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Street Wraith (3)(B)(B)</p> <p>Creature -- Wraith</p> <p>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.) Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Street Wraith (3)(B)(B)</p> <p>Creature -- Wraith</p> <p>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.) Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Street Wraith (3)(B)(B) Creature -- Wraith Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.) Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.) <div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Troll of Khazad-dûm (5)(B) Creature -- Troll This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.) <div>6/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Troll of Khazad-dûm (5)(B) Creature -- Troll This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.) <div>6/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Troll of Khazad-dûm (5)(B) Creature -- Troll This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.) <div>6/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Troll of Khazad-dûm (5)(B) Creature -- Troll This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.) <div>6/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div>Undercity Sewers</div><div>Land -- Island Swamp</div><div><div>({T}: Add {U} or {B}.)</div><div>This land enters tapped.</div><div>When this land enters, surveil 1.</div><div>(Look at the top card of your library. You may put it into your graveyard.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Village Rites</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature.</div><div>Draw two cards.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Village Rites</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature.</div><div>Draw two cards.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Village Rites</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature.</div><div>Draw two cards.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Break the Ice</div><div>Sorcery</div><div><div>Destroy target land that is snow or could produce {C}.</div><div>Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</div></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Break the Ice</div><div>Sorcery</div><div><div>Destroy target land that is snow or could produce {C}.</div><div>Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</div></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Break the Ice</div><div>Sorcery</div><div><div>Destroy target land that is snow or could produce {C}.</div><div>Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</div></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Fatal Push</div><div>Instant</div><div><div>Destroy target creature if it has mana value 2 or less.</div><div>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div><div>Flare of Malice</div><div>2BB</div></div> <div>Instant</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Flare of Malice</div><div>2BB</div></div> <div>Instant</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Leyline of Sanctity</div><div>2WW</div></div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Leyline of Sanctity</div><div>2WW</div></div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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