

Agonizing Remorse 1 B Sorcery Target opponent reveals their hand. You choose a nonland card from it or a card from their graveyard. Exile that card. You lose 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beseech the Mirror 1 B B B Sorcery Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Search your library for a card, exile it face down, then shuffle. If this spell was bargained, you may cast the exiled card without paying its mana cost if that spell's mana value is 4 or less. Put the exiled card into your hand if it wasn't cast this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beseech the Queen 2/B 2/B 2/B Sorcery ($\{2/B\}$ can be paid with any two mana or with $\{B\}$. This card's mana value is 6.) Search your library for a card with mana value less than or equal to the number of lands you control, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodchief's Thirst B Sorcery Kicker $\{2\}\{B\}$ (You may pay an additional $\{2\}\{B\}$ as you cast this spell.) Destroy target creature or planeswalker with mana value 2 or less. If this spell was kicked, instead destroy target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bontu's Monument 3 Legendary Artifact Black creature spells you cast cost $\{1\}$ less to cast. Whenever you cast a creature spell, each opponent loses 1 life and you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bubbling Muck B Sorcery Until end of turn, whenever a player taps a Swamp for mana, that player adds an additional $\{B\}$. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cabal Coffers Land $\{2\}$, $\{T\}$: Add $\{B\}$ for each Swamp you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cabal Ritual 1 B Instant Add $\{B\}\{B\}\{B\}$. Threshold -- Add $\{B\}\{B\}\{B\}\{B\}\{B\}$ instead if there are seven or more cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cabal Stronghold Land {T}: Add {C}. {3}, {T}: Add {B} for each basic Swamp you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Candy Trail Artifact -- Food Clue When this artifact enters, scry 2. {2}, {T}, Sacrifice this artifact: You gain 3 life and draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Carnival of Souls Enchantment Whenever a creature enters, you lose 1 life and add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Check for Traps Sorcery Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If an instant card or a card with flash is exiled this way, they lose 1 life. Otherwise, you lose 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cling to Dust Instant Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Collective Brutality Sorcery Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.) Choose one or more -- * Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card. * Target creature gets -2/-2 until end of turn. * Target opponent loses 2 life and you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Consuming Corruption Instant Consuming Corruption deals X damage to target creature or planeswalker and you gain X life, where X is the number of Swamps you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cruelclaw's Heist Sorcery Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cut Down B Instant Destroy target creature with total power and toughness 5 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Damnation 2BB Sorcery Destroy all creatures. They can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Petition 3BB Sorcery Search your library for a card, put that card into your hand, then shuffle. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dead of Winter 2B Sorcery All nonsnow creatures get -X/-X until end of turn, where X is the number of snow permanents you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Defile B Instant Target creature gets -1/-1 until end of turn for each Swamp you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Demonic Tutor 1B Sorcery Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dimir Machinations 2B Sorcery Look at the top three cards of target player's library. Exile any number of those cards, then put the rest back in any order. Transmute {1}{B}{B} ({1}{B}{B}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Dread Fugue (B) Sorcery Cleave {2}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Target player reveals their hand. You choose a nonland card from it [with mana value 2 or less]. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emrakul, the Promised End (13) Legendary Creature -- Eldrazi This spell costs {1} less to cast for each card type among cards in your graveyard. When you cast this spell, you gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn. Flying, trample, protection from instants 13/13 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ensnaring Bridge (3) Artifact Creatures with power greater than the number of cards in your hand can't attack. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Expedition Map (1) Artifact {2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fatal Push (B) Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Feed the Swarm (1)(B) Sorcery Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. Evoke--Exile a black card from your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

Search your library for a card, put that card into your hand, then shuffle. You lose 3 life.

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1 B

Creature spells you cast cost {2} less to cast.
Creatures you control get -1/-1.

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BB

Target player discards two cards at random.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

Each player sacrifices a creature of their choice.

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(B)

Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.

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B

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Spree (Choose one or more additional
costs.)
+ {2} -- Search your library for a
card, then shuffle and put that card
on top.
+ {B}{B} -- Target player draws
three cards and loses 3 life.
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②

Black spells you cast cost {1} less to cast.

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① ② B

This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less.

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Profane Tutor

Sorcery

Suspend 2--{1}{B} (Rather than cast this card from your hand, pay {1}{B} and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) Search your library for a card, put that card into your hand, then shuffle.

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Relic of Legends

③

Artifact

{T}: Add one mana of any color.
Tap an untapped legendary creature
you control: Add one mana of any
color.

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Sheoldred's Edict

① ②

Instant

Choose one --

- * Each opponent sacrifices a nontoken creature of their choice.
- * Each opponent sacrifices a creature token of their choice.
- * Each opponent sacrifices a planeswalker of their choice.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shred Memory

① B

Instant

Exile up to four target cards from a single graveyard.

Transmute {1}{B}{B} ({1}{B}{B}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sign in Blood

BB

Sorcery

Target player draws two cards and loses 2 life.

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Snow-Covered Swamp

Basic Snow Land - - Swamp

$$(\{T\}: \text{Add } \{B\}.)$$

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Basic Snow Land - - Swamp

$$(\{T\} : \text{Add } \{B\}.)$$

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B

Sorcery

Target opponent reveals their hand. You may choose a nonland card from it. If you do, that player exiles that card. If a nonblack card is exiled this way, exile a card from your hand.

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2 B B

Sorcery

Target player loses 2 life and you gain 2 life.
Storm (when you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

ⓑ

Sorcery

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Sorcery

As an additional cost to cast this spell, pay X life.
All creatures get -X/-X until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

Sorcery

You may exile a black card from your hand rather than pay this spell's mana cost.
Target player reveals their hand.
You choose a nonland card from it.
That player discards that card.

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Legendary Land

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Each land is a Swamp in addition to
its other land types.
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Land -- Urza's Cave

{T}: Add {C}.
{3}, {T}, Sacrifice this land:
Search your library for a land card,
put it onto the battlefield tapped,
then shuffle.

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horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 12/13 - 8 cards - 2.5 x 3.5 in each

Urza's Incubator ③ Artifact As this artifact enters, choose a creature type. Creature spells of the chosen type cost {2} less to cast.	Wishclaw Talisman ① ② Artifact This artifact enters with three wish counters on it. {1}, {T}, Remove a wish counter from this artifact: Search your library for a card, put it into your hand, then shuffle. An opponent gains control of this artifact. Activate only during your turn.	Yawgmoth's Will ② ③ Sorcery Until end of turn, you may play lands and cast spells from your graveyard. If a card would be put into your graveyard from anywhere this turn, exile that card instead.	Acererak the Archlich ② ③ Legendary Creature -- Zombie Wizard When Acererak enters, if you haven't completed Tomb of Annihilation, return Acererak to its owner's hand and venture into the dungeon. Whenever Acererak attacks, for each opponent, you create a 2/2 black Zombie creature token unless that player sacrifices a creature of their choice. [sideboard]
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