

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	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 Instant Destroy target creature with total power and toughness 5 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

2 B B

Destroy all creatures. They can't be regenerated.

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3 B B

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}.

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B

Add $\{B\}\{B\}\{B\}$.

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2 B

All nonsnow creatures get -X/-X until end of turn, where X is the number of snow permanents you control.

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(B)

Target creature gets -1/-1 until end of turn for each Swamp you control.

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1 B

Search your library for a card, put that card into your hand, then shuffle.

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B

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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13

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

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13/13

①

{2}, {T}, Sacrifice this artifact:
Search your library for a land card,
reveal it, put it into your hand,
then shuffle.

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B

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.

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① ②

Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.

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1 B B

If it's not your turn, you may exile a black card from your hand rather than pay this spell's mana cost. Destroy all creatures that entered this turn.

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2 B B

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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①BB

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

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① ②

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

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②

Spells cost {1} less to cast.

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March of Wretched Sorrow (X)(B) Instant As an additional cost to cast this spell, you may exile any number of black cards from your hand. This spell costs {2} less to cast for each card exiled this way. March of Wretched Sorrow deals X damage to target creature or planeswalker and you gain X life.	Maze of Ith Land {T}: Untap target attacking creature. Prevent all combat damage that would be dealt to and dealt by that creature this turn.	Mutilate (2)(B)(B) Sorcery All creatures get -1/-1 until end of turn for each Swamp you control.	Necrodominance (B)(B)(B) Legendary Enchantment Skip your draw step. At the beginning of your end step, you may pay any amount of life. If you do, draw that many cards. Your maximum hand size is five. If a card or token would be put into your graveyard from anywhere, exile it instead.
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Necropotence (B)(B)(B) Enchantment Skip your draw step. Whenever you discard a card, exile that card from your graveyard. Pay 1 life: Exile the top card of your library face down. Put that card into your hand at the beginning of your next end step.	Night's Whisper (1)(B) Sorcery You draw two cards and lose 2 life.	Nihil Spellbomb (1) Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.	Prism Ring (1) Artifact As this artifact enters, choose a color. Whenever you cast a spell of the chosen color, you gain 1 life.
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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

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{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.

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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.)

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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.)

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ⓑ

Sorcery

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

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2 B

Sorcery

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

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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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③

As this artifact enters, choose a creature type. Creature spells of the chosen type cost {2} less to cast.

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① ② B

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.

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2 B

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.

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2 B

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.

[sidebar]

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