Barren Moor

Land

This land enters tapped.
{T}: Add {B}.
Cycling {B} ({B}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {B}.
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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 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

Dark Ritual {B}

Instant

Add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Ritual {B}

Instant

Add {B}{B}{B}.

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Dark Ritual {B}

Instant

Add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Ritual {B}

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Add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drannith Stinger {1}{R}

Creature -- Human Wizard

Whenever you cycle another card, this creature deals 1 damage to each opponent.
Cycling {1} ({1}, Discard this card: Draw a card.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Cycling {1} ({1}, Discard this card: Draw a card.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Geothermal Bog

Land -- Swamp Mountain

({T}: Add {B} or {R}.)
This land enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Horror of the Broken Lands {4}{B}

Creature -- Horror

Whenever you cycle or discard another card, this creature gets +2/+1 until end of turn.
Cycling {B} ({B}, Discard this card: Draw a card.)

4/4

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Horror of the Broken Lands 4B

Creature -- Horror

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4/4

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Petal 0

Artifact

{T}, Sacrifice this artifact: Add one mana of any color.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lurching Rotbeast 3B

Creature -- Zombie Beast

Cycling {B} ({B}, Discard this card: Draw a card.)

4/2

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4/2

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4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monstrous Carabid {3}{B}{R}

Creature -- Insect

This creature attacks each combat if able.
Cycling {B/R} ({B/R}, Discard this card: Draw a card.)

4/4

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Page, Loose Leaf {2}

Legendary Artifact Creature -- Construct

{T}: Add {C}.
Grandeur -- Discard another card named Page, Loose Leaf: Reveal cards from the top of your library until you reveal an instant or sorcery card. Put that card into your hand and the rest on the bottom of your library in a random order.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reaping the Graves {2}{B}

Instant

Return target creature card from your graveyard to your hand.
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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rowan's Grim Search {2}{B}

Instant

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
If this spell was bargained, look at the top four cards of your library, then put up to two of them back on top of your library in any order and the rest into your graveyard.
You draw two cards and you lose 2 life.

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You draw two cards and you lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Songs of the Damned {B}

Instant

Add {B} for each creature card in your graveyard.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/4

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}.)

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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.)

6/5

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6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Celebrant {B}

Creature -- Human Cleric

{B}, Pay 1 life: Add one mana of any color.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chitin Gravestalker {5}{B}

Creature -- Insect Warrior

This spell costs {1} less to cast for each artifact and/or creature card in your graveyard.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chitin Gravestalker {5}{B}

Creature -- Insect Warrior

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[sideboard]

5/4

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.

[sideboard]

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Macabre {1}{B}{B}

Creature -- Faerie Rogue

Flying
Discard this card: Exile up to two target cards from graveyards.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Macabre {1}{B}{B}

Creature -- Faerie Rogue

Flying
Discard this card: Exile up to two target cards from graveyards.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroblast {R}

Instant

Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's blue.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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* Counter target spell if it's blue.
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Pyroblast {R}

Instant

Choose one --
* Counter target spell if it's blue.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Siege Smash {1}{R}

Instant

Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)
Choose one --
* Destroy target artifact.
* Target creature gets +3/+2 and gains trample until end of turn.

[sideboard]

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