

Boggart Trawler

(2)(B)

Creature -- Goblin

When this creature enters, exile target player's graveyard.

3/1

BACK FACE

Boggart Bog

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {B}.

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Dauthi Voidwalker

(B)(B)

Creature -- Dauthi Rogue

Shadow (This creature can block or be blocked by only creatures with shadow.)
If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.
{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.

3/2

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If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.
{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.

3/2

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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.

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<div> Fatal Push (B) </div> <div> Instant </div> <div> <p>Destroy target creature if it has mana value 2 or less.</p> <p>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</p> </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Fell the Profane (2)(B)(B) </div> <div> Instant </div> <div> <p>Destroy target creature or planeswalker.</p> </div> <div> <div>BACK FACE</div> </div> <div> Fell Mire </div> <div> Land </div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</p> </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Grief (2)(B)(B) </div> <div> Creature -- Elemental Incarnation </div> <div> <p>Menace</p> <p>When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.</p> <p>Evoke--Exile a black card from your hand.</p> </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Grief (2)(B)(B) </div> <div> Creature -- Elemental Incarnation </div> <div> <p>Menace</p> <p>When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.</p> <p>Evoke--Exile a black card from your hand.</p> </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
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Malakir Rebirth

B

Instant

Choose target creature. You lose 2 life. Until end of turn, that creature gains "When this creature dies, return it to the battlefield tapped under its owner's control."

- - - BACK FACE - - -

Malakir Mire

Land

This land enters tapped.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Malakir Rebirth

B

Instant

Choose target creature. You lose 2 life. Until end of turn, that creature gains "When this creature dies, return it to the battlefield tapped under its owner's control."

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Malakir Mire

Land

This land enters tapped.
{T}: Add {B}.

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Malakir Rebirth

B

Instant

Choose target creature. You lose 2 life. Until end of turn, that creature gains "When this creature dies, return it to the battlefield tapped under its owner's control."

- - - BACK FACE - - -

Malakir Mire

Land

This land enters tapped.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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.

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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.

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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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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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orcish Bowmasters (1)(B) Creature -- Orc Archer 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orcish Bowmasters (1)(B) Creature -- Orc Archer 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Polluted Delta

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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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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Raucous Theater

Land - - Swamp Mountain

({T}: Add {B} or {R}.)
 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.)

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Sheoldred, the Apocalypse (2)(B)(B)

Legendary Creature -- Phyrexian Praetor

Deathtouch
Whenever you draw a card, you gain 2 life.
Whenever an opponent draws a card, they lose 2 life.

4/5

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<div><div>Thoughtseize</div><div>B</div></div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Thoughtseize</div><div>B</div></div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Thoughtseize</div><div>B</div></div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Urborg, Tomb of Yawgmoth</div></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>Break the Ice</div><div>B B</div></div> <div>Sorcery</div> <div>Destroy target land that is snow or could produce {C}. 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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Break the Ice</div><div>B B</div></div> <div>Sorcery</div> <div>Destroy target land that is snow or could produce {C}. 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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Break the Ice</div><div>B B</div></div> <div>Sorcery</div> <div>Destroy target land that is snow or could produce {C}. 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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Break the Ice</div><div>B B</div></div> <div>Sorcery</div> <div>Destroy target land that is snow or could produce {C}. 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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Damping Sphere ② Artifact <p>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.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Dauthi Voidwalker ① ② ③ Creature -- Dauthi Rogue <p>Shadow (This creature can block or be blocked by only creatures with shadow.) If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it. {T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.</p> <p>[sideboard]</p> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Dauthi Voidwalker ① ② ③ Creature -- Dauthi Rogue <p>Shadow (This creature can block or be blocked by only creatures with shadow.) If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it. {T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.</p> <p>[sideboard]</p> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Engineered Explosives ④ Artifact <p>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) {2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Engineered Explosives ④ Artifact <p>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) {2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Force of Despair ① ② ③ Instant <p>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.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Force of Despair ① ② ③ Instant <p>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.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Force of Despair ① ② ③ Instant <p>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.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div> Soulless Jailer ② </div> <div> Artifact Creature -- Phyrexian Golem </div> <div> Permanent cards in graveyards can't enter the battlefield. Players can't cast noncreature spells from graveyards or exile. </div> <div> [sideboard] </div> <div> <div>0/4</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Tourach, Dread Cantor ①Ⓑ </div> <div> Legendary Creature -- Human Cleric </div> <div> Kicker {B}{B} (You may pay an additional {B}{B} as you cast this spell.) Protection from white Whenever an opponent discards a card, put a +1/+1 counter on Tourach. When Tourach enters, if it was kicked, target opponent discards two cards at random. </div> <div> [sideboard] </div> <div> <div>2/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Tourach, Dread Cantor ①Ⓑ </div> <div> Legendary Creature -- Human Cleric </div> <div> Kicker {B}{B} (You may pay an additional {B}{B} as you cast this spell.) Protection from white Whenever an opponent discards a card, put a +1/+1 counter on Tourach. When Tourach enters, if it was kicked, target opponent discards two cards at random. </div> <div> [sideboard] </div> <div> <div>2/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	