Black Mage's Rod {1}{B}

Artifact -- Equipment

Job select (When this Equipment enters, create a 1/1 colorless Hero creature token, then attach this to it.)
Equipped creature gets +1/+0, has "Whenever you cast a noncreature spell, this creature deals 1 damage to each opponent," and is a Wizard in addition to its other types.
Equip {3}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Equip {3}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bojuka Bog

Land

This land enters tapped.
When this land enters, exile target player's graveyard.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bump in the Night {B}

Sorcery

Target opponent loses 3 life.
Flashback {5}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bump in the Night {B}

Sorcery

Target opponent loses 3 life.
Flashback {5}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kjellove - Pauper (Fylkesmesterskap 2026 -Møre og Romsdal) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; 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.

Bump in the Night {B}

Sorcery

Target opponent loses 3 life.
Flashback {5}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cornered by Black Mages {1}{B}{B}

Sorcery

Target opponent sacrifices a creature of their choice.
Create a 0/1 black Wizard creature token with "Whenever you cast a noncreature spell, this token deals 1 damage to each opponent."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cornered by Black Mages {1}{B}{B}

Sorcery

Target opponent sacrifices a creature of their choice.
Create a 0/1 black Wizard creature token with "Whenever you cast a noncreature spell, this token deals 1 damage to each opponent."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cornered by Black Mages {1}{B}{B}

Sorcery

Target opponent sacrifices a creature of their choice.
Create a 0/1 black Wizard creature token with "Whenever you cast a noncreature spell, this token deals 1 damage to each opponent."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Defile {B}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jagged Barrens

Land -- Desert

This land enters tapped.
When this land enters, it deals 1 damage to target opponent.
{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; 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.

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When this land enters, it deals 1 damage to target opponent.
{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Night's Whisper (1)(B)

Sorcery

You draw two cards and lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Okiba Reckoner Raid (B)

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter.)
I, II -- Each opponent loses 1 life and you gain 1 life.
III -- Exile this Saga, then return it to the battlefield transformed under your control.

- - - BACK FACE - - -

Nezumi Road Captain

Enchantment Creature -- Rat Rogue

Menace
Vehicles you control have menace.
(They can't be blocked except by two or more creatures.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kjellove - Pauper (Fylkesmesterskap 2026 -Møre og Romsdal) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; 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.

Rakdos Carnarium

Land

This land enters tapped.
When this land enters, return a land you control to its owner's hand.
{T}: Add {B}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raven of Fell Omens (1)(B)

Creature -- Bird

Flying
Whenever you commit a crime, each opponent loses 1 life and you gain 1 life. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Risky Shortcut (2)(B)

Sorcery

Draw two cards. Each player loses 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Risky Shortcut (2)(B)

Sorcery

Draw two cards. Each player loses 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Serrated Scorpion (B)

Creature -- Scorpion

When this creature dies, it deals 2 damage to each opponent and you gain 2 life.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Serrated Scorpion (B)

Creature -- Scorpion

When this creature dies, it deals 2 damage to each opponent and you gain 2 life.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kjellove - Pauper (Fylkesmesterskap 2026 -Møre og Romsdal) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; 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.

Serrated Scorpion {B}

Creature -- Scorpion

When this creature dies, it deals 2 damage to each opponent and you gain 2 life.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Serrated Scorpion {B}

Creature -- Scorpion

When this creature dies, it deals 2 damage to each opponent and you gain 2 life.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sign in Blood {B}{B}

Sorcery

Target player draws two cards and loses 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sign in Blood {B}{B}

Sorcery

Target player draws two cards and loses 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sign in Blood {B}{B}

Sorcery

Target player draws two cards and loses 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sign in Blood {B}{B}

Sorcery

Target player draws two cards and loses 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sovereign's Bite {1}{B}

Sorcery

Target player loses 3 life and you gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sovereign's Bite {1}{B}

Sorcery

Target player loses 3 life and you gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kjellove - Pauper (Fylkesmesterskap 2026 -Møre og Romsdal) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; 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.

Sovereign's Bite {1}{B}

Sorcery

Target player loses 3 life and you gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sovereign's Bite {1}{B}

Sorcery

Target player loses 3 life and you gain 3 life.

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

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

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kjellove - Pauper (Fylkesmesterskap 2026 -Møre og Romsdal) sheet 6/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; 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.

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

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

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

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; 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.

Vampire's Kiss {1}{B}

Sorcery

Target player loses 2 life and you gain 2 life. Create two Blood tokens. (They're artifacts with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Target player loses 2 life and you gain 2 life. Create two Blood tokens. (They're artifacts with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Campfire {1}

Artifact

{1}, {T}: You gain 2 life.
{2}, {T}, Exile this artifact: Put all commanders you own from the command zone and from your graveyard into your hand. Then shuffle your graveyard into your library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cast Down {1}{B}

Instant

Destroy target nonlegendary creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cast Down {1}{B}

Instant

Destroy target nonlegendary creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cast Down {1}{B}

Instant

Destroy target nonlegendary creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kjellove - Pauper (Fylkesmesterskap 2026 -Møre og Romsdal) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Consume Spirit {X}{1}{B}

Sorcery

Spend only black mana on X.
Consume Spirit deals X damage to any target and you gain X life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cornered by Black Mages {1}{B}{B}

Sorcery

Target opponent sacrifices a creature of their choice.
Create a 0/1 black Wizard creature token with "Whenever you cast a noncreature spell, this token deals 1 damage to each opponent."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drown in Sorrow {1}{B}{B}

Sorcery

All creatures get -2/-2 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drown in Sorrow {1}{B}{B}

Sorcery

All creatures get -2/-2 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

[sideboard]

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]

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sideboard]

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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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raven of Fell Omens (1)(B)

Creature -- Bird

Flying
Whenever you commit a crime, each opponent loses 1 life and you gain 1 life. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trespasser's Curse (1)(B)

Enchantment -- Aura Curse

Enchant player
Whenever a creature enchanted player controls enters, that player loses 1 life and you gain 1 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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