Bottomless Pit {1}{B}{B}

Enchantment

At the beginning of each player's upkeep, that player discards a card at random.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Cabal Therapy {B}

Sorcery

Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Cursed Scroll {1}

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Dark Ritual {B}

Instant

Add {B}{B}{B}.

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Target player sacrifices a creature of their choice.

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Duress {B}

Sorcery

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

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Funeral Charm {B}

Instant

Choose one --
* Target player discards a card.
* Target creature gets +2/-1 until end of turn.
* Target creature gains swampwalk until end of turn. (It can't be blocked as long as defending player controls a Swamp.)

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Hypnotic Specter {1}{B}{B}

Creature -- Specter

Flying
Whenever this creature deals damage to an opponent, that player discards a card at random.

2/2

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Mishra's Factory

Land

{T}: Add {C}.
{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.
{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.

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Ravenous Rats {1}{B}

Creature -- Rat

When this creature enters, target opponent discards a card.

1/1

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Smother {1}{B}

Instant

Destroy target creature with mana value 3 or less. It can't be regenerated.

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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The Rack (1)

Artifact

As this artifact enters, choose an opponent.
At the beginning of the chosen player's upkeep, this artifact deals X damage to that player, where X is 3 minus the number of cards in their hand.

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Wasteland

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target nonbasic land.

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Withered Wretch {B}{B}

Creature -- Zombie Cleric

{1}: Exile target card from a graveyard.

2/2

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Cursed Scroll {1}

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{3}, {T}: Choose a card name, then reveal a card at random from your hand. If that card has the chosen name, this artifact deals 2 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Diabolic Edict {1}{B}

Instant

Target player sacrifices a creature of their choice.

[sideboard]

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Diabolic Edict {1}{B}

Instant

Target player sacrifices a creature of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dystopia {1}{B}{B}

Enchantment

Cumulative upkeep--Pay 1 life. (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)
At the beginning of each player's upkeep, that player sacrifices a green or white permanent of their choice.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Engineered Plague {2}{B}

Enchantment

As this enchantment enters, choose a creature type.
All creatures of the chosen type get -1/-1.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gloom {2}{B}

Enchantment

White spells cost {3} more to cast.
Activated abilities of white enchantments cost {3} more to activate.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smother {1}{B}

Instant

Destroy target creature with mana value 3 or less. It can't be regenerated.

[sideboard]

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