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

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

Cast Down 1B

Instant

Destroy target nonlegendary creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chittering Rats 1BB

Creature -- Rat

When this creature enters, target opponent puts a card from their hand on top of their library.

2/2

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Playtest cards - ilustreandre - Pauper (2º Open MPL - Magic du Bem) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Chittering Rats {1}{B}{B}

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When this creature enters, target opponent puts a card from their hand on top of their library.

2/2

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When this creature enters, target opponent puts a card from their hand on top of their library.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cuombajj Witches {B}{B}

Creature -- Human Wizard

{T}: This creature deals 1 damage to any target and 1 damage to any target of an opponent's choice.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cuombajj Witches {B}{B}

Creature -- Human Wizard

{T}: This creature deals 1 damage to any target and 1 damage to any target of an opponent's choice.

1/3

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Creature -- Human Wizard

{T}: This creature deals 1 damage to any target and 1 damage to any target of an opponent's choice.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dauthi Slayer {B}{B}

Creature -- Dauthi Soldier

Shadow (This creature can block or be blocked by only creatures with shadow.)
This creature attacks each combat if able.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Shadow (This creature can block or be blocked by only creatures with shadow.)
This creature attacks each combat if able.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Geth's Verdict {B}{B}

Instant

Target player sacrifices a creature of their choice and loses 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Geth's Verdict {B}{B}

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Target player sacrifices a creature of their choice and loses 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gray Merchant of Asphodel {3}{B}{B}

Creature -- Zombie

When this creature enters, each opponent loses X life, where X is your devotion to black. You gain life equal to the life lost this way. (Each {B} in the mana costs of permanents you control counts toward your devotion to black.)

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Liliana's Specter {1}{B}{B}

Creature -- Specter

Flying
When this creature enters, each opponent discards a card.

2/1

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lost Legion {1}{B}{B}

Creature -- Spirit Knight

When this creature enters, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Lost Legion 1BB

Creature -- Spirit Knight

When this creature enters, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Rager 2B

Creature -- Phyrexian Horror

When this creature enters, you draw a card and you lose 1 life.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature enters, you draw a card and you lose 1 life.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sign in Blood BB

Sorcery

Target player draws two cards and loses 2 life.

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Sign in Blood {B}{B}

Sorcery

Target player draws two cards and loses 2 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

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wrench Mind {B}{B}

Sorcery

Target player discards two cards unless they discard an artifact card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wrench Mind {B}{B}

Sorcery

Target player discards two cards unless they discard an artifact card.

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Target player discards two cards unless they discard an artifact card.

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Wrench Mind {B}{B}

Sorcery

Target player discards two cards unless they discard an artifact card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cruel Edict {1}{B}

Sorcery

Target opponent sacrifices a creature of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cruel Edict {1}{B}

Sorcery

Target opponent sacrifices a creature of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cruel Edict {1}{B}

Sorcery

Target opponent sacrifices a creature of their choice.

[sideboard]

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Cruel Edict {1}{B}

Sorcery

Target opponent sacrifices a creature of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crypt Incursion {2}{B}

Instant

Exile all creature cards from target player's graveyard. You gain 3 life for each card exiled this way.

[sideboard]

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Crypt Incursion {2}{B}

Instant

Exile all creature cards from target player's graveyard. You gain 3 life for each card exiled this way.

[sideboard]

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Crypt Incursion {2}{B}

Instant

Exile all creature cards from target player's graveyard. You gain 3 life for each card exiled this way.

[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

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Sorcery

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

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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

Pestilence {2}{B}{B}

Enchantment

At the beginning of the end step, if no creatures are on the battlefield, sacrifice this enchantment.
{B}: This enchantment deals 1 damage to each creature and each player.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment

At the beginning of the end step, if no creatures are on the battlefield, sacrifice this enchantment.
{B}: This enchantment deals 1 damage to each creature and each player.

[sideboard]

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]

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