Bone Shards {B}

Sorcery

As an additional cost to cast this spell, sacrifice a creature or discard a card.
Destroy target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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As an additional cost to cast this spell, sacrifice a creature or discard a card.
Destroy target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cabal Initiate {1}{B}

Creature -- Human Warlock

Discard a card: This creature gains lifelink until end of turn.
Threshold -- This creature gets +1/+2 as long as there are seven or more cards in your graveyard.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Threshold -- This creature gets +1/+2 as long as there are seven or more cards in your graveyard.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Call to the Netherworld {B}

Sorcery

Return target black creature card from your graveyard to your hand.
Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cutthroat il-Dal {3}{B}

Creature -- Human Rogue

Hellbent -- This creature has shadow as long as you have no cards in hand. (It can block or be blocked by only creatures with shadow.)

4/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Cox, Alex - Pauper (BPL BREW OFF: SUMMER '26) sheet 1/8 - 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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Withering {4}{B}{B}

Instant

Destroy target nonblack creature. Madness {B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Withering {4}{B}{B}

Instant

Destroy target nonblack creature. Madness {B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Withering {4}{B}{B}

Instant

Destroy target nonblack creature. Madness {B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Demon's Jester {3}{B}

Creature -- Imp

Flying
Hellbent -- This creature gets +2/+1 as long as you have no cards in hand.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

First-Sphere Gargantua {4}{B}{B}

Creature -- Phyrexian Horror

When this creature enters, you draw a card and you lose 1 life.
Unearth {2}{B} ({2}{B}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

5/4

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5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Cox, Alex - Pauper (BPL BREW OFF: SUMMER '26) sheet 2/8 - 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.

Grave Scrabbler {3}{B}

Creature -- Zombie

Madness {1}{B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
When this creature enters, if its madness cost was paid, you may return target creature card from a graveyard to its owner's hand.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Headless Specter {1}{B}{B}

Creature -- Specter

Flying
Hellbent -- Whenever this creature deals combat damage to a player, if you have no cards in hand, that player discards a card at random.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hell Mongrel {3}{B}

Creature -- Nightmare Dog

Discard a card: This creature gets +1/+1 until end of turn.
Madness {2}{B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Cox, Alex - Pauper (BPL BREW OFF: SUMMER '26) sheet 3/8 - 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.

Hell Mongrel — 3B

Creature -- Nightmare Dog

Discard a card: This creature gets +1/+1 until end of turn.
Madness {2}{B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

4/3

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4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mob Lookout — 1U/B

Creature -- Human Rogue Villain

When this creature enters, target creature you control connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on that creature.)

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rancid Earth — 1BB

Sorcery

Destroy target land.
Threshold -- If there are seven or more cards in your graveyard, instead destroy that land and Rancid Earth deals 1 damage to each creature and each player.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rancid Earth — 1BB

Sorcery

Destroy target land.
Threshold -- If there are seven or more cards in your graveyard, instead destroy that land and Rancid Earth deals 1 damage to each creature and each player.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Cox, Alex - Pauper (BPL BREW OFF: SUMMER '26) sheet 4/8 - 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.

Rancid Earth {1}{B}{B}

Sorcery

Destroy target land.
Threshold -- If there are seven or more cards in your graveyard, instead destroy that land and Rancid Earth deals 1 damage to each creature and each player.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rancid Earth {1}{B}{B}

Sorcery

Destroy target land.
Threshold -- If there are seven or more cards in your graveyard, instead destroy that land and Rancid Earth deals 1 damage to each creature and each player.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Songbird, Sonic Screamer {1}{B}

Legendary Creature -- Human Villain

Lifelink (Damage dealt by this creature also causes you to gain that much life.)
Discard a card: Songbird gains flying until end of turn. (She can't be blocked except by creatures with flying or reach.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/1

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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({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Cox, Alex - Pauper (BPL BREW OFF: SUMMER '26) sheet 5/8 - 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}.)

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Toxic Stench (1)(B)

Instant

Target nonblack creature gets -1/-1 until end of turn.
Threshold -- If there are seven or more cards in your graveyard, instead destroy that creature. It can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trespasser il-Vec (2)(B)

Creature -- Human Rogue

Discard a card: This creature gains shadow until end of turn. (It can block or be blocked by only creatures with shadow.)

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trespasser il-Vec (2)(B)

Creature -- Human Rogue

Discard a card: This creature gains shadow until end of turn. (It can block or be blocked by only creatures with shadow.)

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Cox, Alex - Pauper (BPL BREW OFF: SUMMER '26) sheet 8/8 - 4 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.