Alms of the Vein {2}{B}

Sorcery

Target opponent loses 3 life and you gain 3 life.
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

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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}

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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

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Bump in the Night (B)

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Bump in the Night (B)

Sorcery

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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

Fruit of Tizerus (B)

Sorcery

Target player loses 2 life.
Escape--{3}{B}, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hopeless Nightmare (B)

Enchantment

When this enchantment enters, each opponent discards a card and loses 2 life.
When this enchantment is put into a graveyard from the battlefield, scry 2.
{2}{B}: Sacrifice this enchantment.

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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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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}.

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This land enters tapped.
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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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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

Sign in Blood {B}{B}

Sorcery

Target player draws two cards and loses 2 life.

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Target player draws two cards and loses 2 life.

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Target player draws two cards and loses 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul Reap {1}{B}

Sorcery

Destroy target nongreen creature. Its controller loses 3 life if you've cast another black spell this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Playtest cards - fabe111 - Pauper (LEG No.1 Copper Season) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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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

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Playtest cards - fabe111 - Pauper (LEG No.1 Copper Season) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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Basic Land -- Swamp

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Tyrant's Choice (1)(B)

Sorcery

Will of the council -- Starting with you, each player votes for death or torture. If death gets more votes, each opponent sacrifices a creature of their choice. If torture gets more votes or the vote is tied, each opponent loses 4 life.

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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.")

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arms of Hadar {3}{B}

Sorcery

Creatures target player controls get -2/-2 until end of turn.

[sideboard]

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Sorcery

Creatures target player controls get -2/-2 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Contaminated Ground {1}{B}

Enchantment -- Aura

Enchant land
Enchanted land is a Swamp.
Whenever enchanted land becomes tapped, its controller loses 2 life.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Doom Blade {1}{B}

Instant

Destroy target nonblack creature.

[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]

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

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Extract a Confession {1}{B}

Sorcery

As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.)
Each opponent sacrifices a creature of their choice. If evidence was collected, instead each opponent sacrifices a creature with the greatest power among creatures they control.

[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]

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