

Accursed Marauder ①B Creature -- Zombie Warrior When this creature enters, each player sacrifices a nontoken creature of their choice. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Accursed Marauder ①B Creature -- Zombie Warrior When this creature enters, each player sacrifices a nontoken creature of their choice. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Accursed Marauder ①B Creature -- Zombie Warrior When this creature enters, each player sacrifices a nontoken creature of their choice. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ashen-Skin Zubera ①B Creature -- Zubera Spirit When this creature dies, target opponent discards a card for each Zubera that died this turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Carrion Feeder B Creature -- Zombie This creature can't block. Sacrifice a creature: Put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Carrion Feeder B Creature -- Zombie This creature can't block. Sacrifice a creature: Put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Carrion Feeder B Creature -- Zombie This creature can't block. Sacrifice a creature: Put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Carrion Feeder B Creature -- Zombie This creature can't block. Sacrifice a creature: Put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Contaminated Aquifer Land -- Island Swamp {T}: Add {U} or {B}.) This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Costly Plunder 1 B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Costly Plunder 1 B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Costly Plunder 1 B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Crypt Rats 2B Creature -- Rat {X}: This creature deals X damage to each creature and each player. Spend only black mana on X. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dripping-Tongue Zubera 1G Creature -- Zubera Spirit When this creature dies, create a 1/1 colorless Spirit creature token for each Zubera that died this turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dripping-Tongue Zubera 1G Creature -- Zubera Spirit When this creature dies, create a 1/1 colorless Spirit creature token for each Zubera that died this turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Floating-Dream Zubera 1U Creature -- Zubera Spirit When this creature dies, draw a card for each Zubera that died this turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Foreboding Landscape

Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Swamp, Forest, or Island card, put it onto the battlefield tapped, then shuffle.
Cycling {B}{G}{U} ({B}{G}{U}, Discard this card: Draw a card.)

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Forest

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

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Gloomfang Mauler (5)(B)(B)

Creature -- Nightmare

Swampcycling {2} ({2}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)

Backup 2 (When this creature enters, put two +1/+1 counters on target creature. If that's another creature, it gains the following ability until end of turn.)

Menace

5/5

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Haunted Mire

Land - - Swamp Forest

($\{T\}$: Add $\{B\}$ or $\{G\}$.)
This land enters tapped.

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Island

Basic Land -- Island

$$(\{T\} : \text{Add } \{U\}.)$$

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Masked Vandal 1 G

Creature -- Shapeshifter

Changeling (This card is every creature type.)
When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.

1/3

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Playtest cards - LothairDunn - Pauper (Lega Antimeta Pauper (1° tappa))

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.

sheet 4/10 - 8 cards - 2.5 x 3.5 in each

① ② G

Changing (This card is every creature type.)
When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.

1/3

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1 B

When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

1/1

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① ②

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B

Until end of turn, target creature you control gains "When this creature dies, return it to the battlefield tapped under its owner's control, then create a Wicked Role token attached to it." (Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.)

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Spectral Snatcher ④B Creature -- Spirit Ward--Discard a card. (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.) Swampcycling {2} ({2}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.) 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spectral Snatcher ④B Creature -- Spirit Ward--Discard a card. (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.) Swampcycling {2} ({2}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.) 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Springleaf Drum ① Artifact {T}, Tap an untapped creature you control: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Springleaf Drum ① Artifact {T}, Tap an untapped creature you control: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Springleaf Drum ① Artifact {T}, Tap an untapped creature you control: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Thriving Moor Land This land enters tapped. As it enters, choose a color other than black. {T}: Add {B} or one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tragic Slip Instant Target creature gets -1/-1 until end of turn. Morbid -- That creature gets -13/-13 until end of turn instead if a creature died this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tragic Slip Instant Target creature gets -1/-1 until end of turn. Morbid -- That creature gets -13/-13 until end of turn instead if a creature died this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tragic Slip Instant Target creature gets -1/-1 until end of turn. Morbid -- That creature gets -13/-13 until end of turn instead if a creature died this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Vault of Whispers Artifact Land {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Village Rites Instant As an additional cost to cast this spell, sacrifice a creature. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Village Rites Instant As an additional cost to cast this spell, sacrifice a creature. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Village Rites Instant As an additional cost to cast this spell, sacrifice a creature. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Accursed Marauder Creature -- Zombie Warrior When this creature enters, each player sacrifices a nontoken creature of their choice. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Campfire 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 PLAYbotbox.dev	Campfire 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 PLAYbotbox.dev	Cast Down Instant Destroy target nonlegendary creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cast Down 1 B Instant Destroy target nonlegendary creature. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crypt Rats 2 B Creature -- Rat {X}: This creature deals X damage to each creature and each player. Spend only black mana on X. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crypt Rats 2 B Creature -- Rat {X}: This creature deals X damage to each creature and each player. Spend only black mana on X. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Masked Vandal 1 G Creature -- Shapeshifter Changeling (This card is every creature type.) When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mesmeric Fiend 1 B Creature -- Nightmare Horror When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card. When this creature leaves the battlefield, return the exiled card to its owner's hand. [sideboard] 1/1 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] 1/1 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] 1/1 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] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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B

Target creature gains deathtouch and lifelink until end of turn.

```
Investigate. (Create a Clue token.  
It's an artifact with "{2},  
Sacrifice this token: Draw a card.")
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