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.)

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Changeling Outcast {B}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
This creature can't block and can't be blocked.

1/1

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1/1

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Dash Hopes {B}{B}

Instant

When you cast this spell, any player may pay 5 life. If a player does, counter Dash Hopes.
Counter target spell.

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Counter target spell.

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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.)

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Guul Draz Vampire (B)

Creature -- Vampire Rogue

As long as an opponent has 10 or less life, this creature gets +2/+1 and has intimidate. (It can't be blocked except by artifact creatures and/or creatures that share a color with it.)

1/1

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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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Jagged Barrens

Land -- Desert

This land enters tapped.
When this land enters, it deals 1 damage to target opponent.
{T}: Add {B} or {R}.

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This land enters tapped.
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Morsel Theft {2}{B}{B}

Kindred Sorcery -- Rogue

Prowl {1}{B} (You may cast this for its prowl cost if you dealt combat damage to a player this turn with a Rogue.)
Target player loses 3 life and you gain 3 life. If this spell's prowl cost was paid, draw a card.

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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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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.

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.

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Sovereign's Bite {1}{B}

Sorcery

Target player loses 3 life and you gain 3 life.

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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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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Contaminated Ground {1}{B}

Enchantment -- Aura

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drown in Sorrow {1}{B}{B}

Sorcery

All creatures get -2/-2 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

[sideboard]

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[sideboard]

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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.

[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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When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.

[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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