Dark Ritual {B}

Instant

Add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Ritual {B}

Instant

Add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Ritual {B}

Instant

Add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Ritual {B}

Instant

Add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dauthi Horror {1}{B}

Creature -- Dauthi Horror

Shadow (This creature can block or be blocked by only creatures with shadow.)
This creature can't be blocked by white creatures.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dauthi Horror {1}{B}

Creature -- Dauthi Horror

Shadow (This creature can block or be blocked by only creatures with shadow.)
This creature can't be blocked by white creatures.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dauthi Horror {1}{B}

Creature -- Dauthi Horror

Shadow (This creature can block or be blocked by only creatures with shadow.)
This creature can't be blocked by white creatures.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dauthi Horror {1}{B}

Creature -- Dauthi Horror

Shadow (This creature can block or be blocked by only creatures with shadow.)
This creature can't be blocked by white creatures.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - SegZa - Pauper v3 Group 928242 (Fake Your Own Death, Not Dead After All) sheet 1/10 - 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.

Dauthi Marauder 2B

Creature -- Dauthi Minion

Shadow (This creature can block or be blocked by only creatures with shadow.)

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dauthi Marauder 2B

Creature -- Dauthi Minion

Shadow (This creature can block or be blocked by only creatures with shadow.)

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dauthi Marauder 2B

Creature -- Dauthi Minion

Shadow (This creature can block or be blocked by only creatures with shadow.)

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dauthi Slayer BB

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

Dauthi Slayer BB

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

Dauthi Slayer BB

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dauthi Slayer BB

Creature -- Dauthi Soldier

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Endless Scream {X}{B}

Enchantment -- Aura

Enchant creature
This Aura enters with X scream counters on it.
Enchanted creature gets +1/+0 for each scream counter on this Aura.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Endless Scream {X}{B}

Enchantment -- Aura

Enchant creature
This Aura enters with X scream counters on it.
Enchanted creature gets +1/+0 for each scream counter on this Aura.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Petal {0}

Artifact

{T}, Sacrifice this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Petal {0}

Artifact

{T}, Sacrifice this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Petal {0}

Artifact

{T}, Sacrifice this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Masterful Flourish {B}

Instant

Target creature you control gets +1/+0 and gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Masterful Flourish {B}

Instant

Target creature you control gets +1/+0 and gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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Instant

Target creature you control gets +1/+0 and gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shadow Slice {4}{B}

Sorcery

Target opponent loses 3 life.
Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)

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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Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Tormented Soul (B)

Creature -- Spirit

This creature can't block and can't be blocked.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormented Soul (B)

Creature -- Spirit

This creature can't block and can't be blocked.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormented Soul (B)

Creature -- Spirit

This creature can't block and can't be blocked.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormented Soul (B)

Creature -- Spirit

This creature can't block and can't be blocked.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unholy Strength (B)

Enchantment -- Aura

Enchant creature
Enchanted creature gets +2/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchanted creature gets +2/+1.

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Enchantment -- Aura

Enchant creature
Enchanted creature gets +2/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unholy Strength (B)

Enchantment -- Aura

Enchant creature
Enchanted creature gets +2/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - SegZa - Pauper v3 Group 928242 (Fake Your Own Death, Not Dead After All) sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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Vampiric Link (B)

Enchantment -- Aura

Enchant creature
Whenever enchanted creature deals damage, you gain that much life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vampiric Link (B)

Enchantment -- Aura

Enchant creature
Whenever enchanted creature deals damage, you gain that much life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vampiric Link (B)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vampiric Link (B)

Enchantment -- Aura

Enchant creature
Whenever enchanted creature deals damage, you gain that much life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Elemental Blast (U)

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Elemental Blast (U)

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Elemental Blast (U)

Instant

Choose one --
* Counter target red spell.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Elemental Blast (U)

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - SegZa - Pauper v3 Group 928242 (Fake Your Own Death, Not Dead After All) sheet 8/10 - 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.

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mizzium Skin {U}

Instant

Target creature you control gets +0/+1 and gains hexproof until end of turn.
Overload {1}{U} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - SegZa - Pauper v3 Group 928242 (Fake Your Own Death, Not Dead After All) sheet 9/10 - 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.

Mizzium Skin (U)

Instant

Target creature you control gets +0/+1 and gains hexproof until end of turn.
Overload {1}{U} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unstable Mutation (U)

Enchantment -- Aura

Enchant creature
Enchanted creature gets +3/+3.
At the beginning of the upkeep of enchanted creature's controller, put a -1/-1 counter on that creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unstable Mutation (U)

Enchantment -- Aura

Enchant creature
Enchanted creature gets +3/+3.
At the beginning of the upkeep of enchanted creature's controller, put a -1/-1 counter on that creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.