

Land

This land enters tapped.
{T}: Add {B}.
Cycling {B} ({B}, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {B}.
Cycling {B} ({B}, Discard this card:
Draw a card.)

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Land

This land enters tapped.
When this land enters, exile target
player's graveyard.
{T}: Add {B}.

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1 B

Sorcery

Target player sacrifices a creature of their choice.

Flashback {5}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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1 B

Sorcery

Target player sacrifices a creature of their choice.

Flashback {5}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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①⑧

Sorcery

Target player sacrifices a creature of their choice.
Flashback {5}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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①BB

Creature -- Rat

When this creature enters, target opponent puts a card from their hand on top of their library.

2/2

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Disfigure B Instant Target creature gets -2/-2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disfigure B Instant Target creature gets -2/-2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Geth's Verdict B B Instant Target player sacrifices a creature of their choice and loses 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Geth's Verdict B B Instant Target player sacrifices a creature of their choice and loses 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Geth's Verdict B B Instant Target player sacrifices a creature of their choice and loses 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gray Merchant of Asphodel 3 B B Creature -- Zombie When this creature enters, each opponent loses X life, where X is your devotion to black. You gain life equal to the life lost this way. (Each {B} in the mana costs of permanents you control counts toward your devotion to black.) 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gray Merchant of Asphodel 3 B B Creature -- Zombie When this creature enters, each opponent loses X life, where X is your devotion to black. You gain life equal to the life lost this way. (Each {B} in the mana costs of permanents you control counts toward your devotion to black.) 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gray Merchant of Asphodel 3 B B Creature -- Zombie When this creature enters, each opponent loses X life, where X is your devotion to black. You gain life equal to the life lost this way. (Each {B} in the mana costs of permanents you control counts toward your devotion to black.) 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Gray Merchant of Asphodel (3)(B)(B) Creature -- Zombie When this creature enters, each opponent loses X life, where X is your devotion to black. You gain life equal to the life lost this way. (Each {B} in the mana costs of permanents you control counts toward your devotion to black.) 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gurmag Angler (6)(B) Creature -- Zombie Fish Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gurmag Angler (6)(B) Creature -- Zombie Fish Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mortuary Mire Land This land enters tapped. When this land enters, you may put target creature card from your graveyard on top of your library. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Oubliette (1)(B)(B) Enchantment When this enchantment enters, target creature phases out until this enchantment leaves the battlefield. Tap that creature as it phases in this way. (Auras and Equipment phase out with it. While permanents are phased out, they're treated as though they don't exist.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oubliette (1)(B)(B) Enchantment When this enchantment enters, target creature phases out until this enchantment leaves the battlefield. Tap that creature as it phases in this way. (Auras and Equipment phase out with it. While permanents are phased out, they're treated as though they don't exist.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phyrexian Rager (2)(B) Creature -- Phyrexian Horror When this creature enters, you draw a card and you lose 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phyrexian Rager (2)(B) Creature -- Phyrexian Horror When this creature enters, you draw a card and you lose 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3 B

Tendrils of Corruption deals X damage to target creature and you gain X life, where X is the number of Swamps you control.

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B

Return target creature card with mana value 3 or less from your graveyard to the battlefield.
Cycling {2} ({2}, Discard this card: Draw a card.)

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BB

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Destroy target non-Vampire,
non-Werewolf, non-Zombie creature.
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Destroy target non-Vampire,
non-Werewolf, non-Zombie creature.

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③

Sacrifice this creature: You gain 3 life.

1/3

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1/3

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1/3

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Choking Sands 1 B B Sorcery Destroy target non-Swamp land. If that land was nonbasic, Choking Sands deals 2 damage to the land's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Choking Sands 1 B B Sorcery Destroy target non-Swamp land. If that land was nonbasic, Choking Sands deals 2 damage to the land's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Choking Sands 1 B B Sorcery Destroy target non-Swamp land. If that land was nonbasic, Choking Sands deals 2 damage to the land's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Choking Sands 1 B B Sorcery Destroy target non-Swamp land. If that land was nonbasic, Choking Sands deals 2 damage to the land's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Font of Return 1 B Enchantment {3}{B}, Sacrifice this enchantment: Return up to three target creature cards from your graveyard to your hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Shrivel

1B

Sorcery

All creatures get -1/-1 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Shrivel

1B

Sorcery

All creatures get -1/-1 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wrench Mind

BB

Sorcery

Target player discards two cards unless they discard an artifact card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wrench Mind

BB

Sorcery

Target player discards two cards unless they discard an artifact card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - ragefistnate4 - Pauper (Pauper Daily Swiss)

sheet 10/10 - 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.