

B

Target player reveals three cards from their hand and you choose one of them. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.)
Destroy target creature or planeswalker with mana value 2 or less. If this spell was kicked, instead destroy target creature or planeswalker.

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Black creature spells you cast cost {1} less to cast.

Whenever you cast a creature spell, each opponent loses 1 life and you gain 1 life.

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Land

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{2}, {T}: Add {B} for each Swamp you control.
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1 B

Add {B}{B}{B}.
Threshold -- Add {B}{B}{B}{B}{B}
instead if there are seven or more
cards in your graveyard.

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Land

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{T}: Add {C}.
{3}, {T}: Add {B} for each basic
Swamp you control.
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Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If an instant card or a card with flash is exiled this way, they lose 1 life. Otherwise, you lose 1 life.

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B

Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape-- $\{3\}$ $\{B\}$, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

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Collective Brutality 1 B Sorcery Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.) Choose one or more -- * Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card. * Target creature gets -2/-2 until end of turn. * Target opponent loses 2 life and you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Consuming Corruption B B Instant Consuming Corruption deals X damage to target creature or planeswalker and you gain X life, where X is the number of Swamps you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cruelclaw's Heist B B Sorcery Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cut Down B Instant Destroy target creature with total power and toughness 5 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Damnation 2 B B Sorcery Destroy all creatures. They can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dark Petition 3 B B Sorcery Search your library for a card, put that card into your hand, then shuffle. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dead of Winter 2 B Sorcery All nonsnow creatures get -X/-X until end of turn, where X is the number of snow permanents you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Defile B Instant Target creature gets -1/-1 until end of turn for each Swamp you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Demonic Tutor (1)(B) Sorcery Search your library for a card, put that card into your hand, then shuffle.	Dismember (1)(BP)(BP) Instant ({B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.	Disruptor Flute (2) Artifact Flash As this artifact enters, choose a card name. Spells with the chosen name cost {3} more to cast. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.	Dread Fugue (B) Sorcery Cleave {2}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Target player reveals their hand. You choose a nonland card from it [with mana value 2 or less]. That player discards that card.
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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.	Encroach (B) Sorcery Target player reveals their hand. You choose a nonbasic land card from it. That player discards that card.	Erebos's Intervention (X)(B) Instant Choose one -- * Target creature gets -X/-X until end of turn. You gain X life. * Exile up to twice X target cards from graveyards.	Expedition Map (1) Artifact {2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Destroy target creature if it has mana value 2 or less.
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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2 B B

Destroy target creature or planeswalker.

- - - BACK FACE - - -

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.

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①BB

If it's not your turn, you may exile a black card from your hand rather than pay this spell's mana cost. Destroy all creatures that entered this turn.

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{T}: Exile target card from a graveyard.

{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

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1 B

Destroy target nonartifact creature.

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2 B B

Menace
When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.
Evoked-Exile a black card from your hand.

3/2

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1 B

Creature spells you cast cost {2} less to cast.
Creatures you control get -1/-1.

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BB

Target player discards two cards at random.

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B

Each player sacrifices a creature of their choice.

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B

Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.

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(B)

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Spree (Choose one or more additional
costs.)
+ {2} -- Search your library for a
card, then shuffle and put that card
on top.
+ {B}{B} -- Target player draws
three cards and loses 3 life.
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Black spells you cast cost {1} less
to cast.
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(X)

As an additional cost to cast this spell, you may exile any number of black cards from your hand. This spell costs {2} less to cast for each card exiled this way. March of Wretched Sorrow deals X damage to target creature or planeswalker and you gain X life.

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(X)

Target player discards X cards at random.

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B

Skip your draw step.
Whenever you discard a card, exile that card from your graveyard.
Pay 1 life: Exile the top card of your library face down. Put that card into your hand at the beginning of your next end step.

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Each player sacrifices six creatures of their choice. You create six tapped 2/2 black Zombie creature tokens.

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You draw two cards and lose 2 life.

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{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.

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⑥

[1], {T}. Scry 2.
Whenever you scry or surveil, look at the top card of your library. You may cast that card without paying its mana cost. Do this only once each turn. (Look at the card after you scry or surveil.)

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As this artifact enters, choose a color.
Whenever you cast a spell of the chosen color, you gain 1 life.

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Suspend 2-- $\{1\}\{B\}$ (Rather than cast this card from your hand, pay $\{1\}\{B\}$ and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) Search your library for a card, put that card into your hand, then shuffle.

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③

{T}: Add one mana of any color.
Tap an untapped legendary creature
you control: Add one mana of any
color.

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① ② B

Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.

Flashback {6}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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① B

Choose one --

- * Each opponent sacrifices a nontoken creature of their choice.
- * Each opponent sacrifices a creature token of their choice.
- * Each opponent sacrifices a planeswalker of their choice.

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Sign in Blood B B Sorcery Target player draws two cards and loses 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sinkhole B B Sorcery Destroy target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snow-Covered Swamp Basic Snow Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snow-Covered Swamp Basic Snow Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Snow-Covered Swamp Basic Snow Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spinning Darkness (4)(B)(B) Instant You may exile the top three black cards of your graveyard rather than pay this spell's mana cost. Spinning Darkness deals 3 damage to target nonblack creature. You gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tendrils of Agony (2)(B)(B) Sorcery Target player loses 2 life and you gain 2 life. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Meathook Massacre (X)(B)(B) Legendary Enchantment When The Meathook Massacre enters, each creature gets -X/-X until end of turn. Whenever a creature you control dies, each opponent loses 1 life. Whenever a creature an opponent controls dies, you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

The Sibsig Ceremony (B)(B)(B) Legendary Enchantment Creature spells you cast cost {2} less to cast. Whenever a creature you control enters, if you cast it, destroy that creature, then create a 2/2 black Zombie Druid creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thoughtseize (B) Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Throne of Eldraine (5) Legendary Artifact As Throne of Eldraine enters, choose a color. {T}: Add four mana of the chosen color. Spend this mana only to cast monocolored spells of that color. {3}, {T}: Draw two cards. Spend only mana of the chosen color to activate this ability. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Toxic Deluge (2)(B) Sorcery As an additional cost to cast this spell, pay X life. All creatures get -X/-X until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ugin, Eye of the Storms (7) Legendary Planeswalker -- Ugin When you cast this spell, exile up to one target permanent that's one or more colors. Whenever you cast a colorless spell, exile up to one target permanent that's one or more colors. [+2]: You gain 3 life and draw a card. [0]: Add {C}{C}{C}. [-11]: Search your library for any number of colorless nonland cards, exile them, then shuffle. Until end of turn, you may cast those cards without paying their mana costs. L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urborg, Tomb of Yawgmoth Legendary Land Each land is a Swamp in addition to its other land types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urza's Cave Land -- Urza's Cave {T}: Add {C}. {3}, {T}, Sacrifice this land: Search your library for a land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urza's Incubator (3) Artifact As this artifact enters, choose a creature type. Creature spells of the chosen type cost {2} less to cast. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - GuiBonella - Duel Commander (Duel Commander League)

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 12/13 - 8 cards - 2.5 x 3.5 in each

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Players can't untap more than one nonbasic land during their untap steps.

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As an additional cost to cast this spell, pay 3 life.
Counter target creature spell.

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{1}, {T}, Sacrifice this artifact:
Search your library for a basic land
card, reveal it, put it into your
hand, then shuffle.
{3}, {T}, Sacrifice this artifact:
Search your library for a land card,
reveal it, put it into your hand,
then shuffle.
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2 B

When Acererak enters, if you haven't completed Tomb of Annihilation, return Acererak to its owner's hand and venture into the dungeon. Whenever Acererak attacks, for each opponent, you create a 2/2 black Zombie creature token unless that player sacrifices a creature of their choice.

5/5

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