Bandit's Talent {1}{B}

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
When this Class enters, each opponent discards two cards unless they discard a nonland card.
{B}: Level 2
At the beginning of each opponent's upkeep, if that player has one or fewer cards in hand, they lose 2 life.
{3}{B}: Level 3
At the beginning of your draw step, draw an additional card for each opponent who has one or fewer cards in hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chaos Spewer {2}{B/R}

Creature -- Goblin Warlock

When this creature enters, you may pay {2}. If you don't, blight 2. (To blight 2, put two -1/-1 counters on a creature you control.)

5/4

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5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deep-Cavern Bat {1}{B}

Creature -- Bat

Flying, lifelink
When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dream Seizer {3}{B}

Creature -- Faerie Rogue

Flying
When this creature enters, you may blight 1. If you do, each opponent discards a card. (To blight 1, put a -1/-1 counter on a creature you control.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Escape Tunnel

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.
{T}, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fatal Fissure {1}{B}

Instant

Choose target creature. When that creature dies this turn, you earthbend 4. (Target land you control becomes a 0/0 creature with haste that's still a land. Put four +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fell {1}{B}

Sorcery

Destroy target creature.

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Fell {1}{B}

Sorcery

Destroy target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fight On! {2}{B}

Instant

Return up to two target creature cards from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hecteyes {1}{B}

Creature -- Ooze Horror

When this creature enters, each opponent discards a card.

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hidden Grotto

Land

When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
{T}: Add {C}.
{1}, {T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hullcarver {B}

Artifact Creature -- Robot Assassin

Deathtouch

1/1

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Hullcarver (B)

Artifact Creature -- Robot Assassin

Deathtouch

1/1

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Hullcarver (B)

Artifact Creature -- Robot Assassin

Deathtouch

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hylderblade (B)

Artifact -- Equipment

Equipped creature gets +3/+1.
Void -- At the beginning of your end step, if a nonland permanent left the battlefield this turn or a spell was warped this turn, attach this Equipment to target creature you control.
Equip {4} ({4}: Attach to target creature you control. Equip only as a sorcery.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Infestation Sage (B)

Creature -- Elf Warlock

When this creature dies, create a 1/1 black and green Insect creature token with flying.

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mudflat Village

Land

{T}: Add {C}.
{T}: Add {B}. Spend this mana only to cast a creature spell.
{1}{B}, {T}, Sacrifice this land: Return target Bat, Lizard, Rat, or Squirrel card from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ninja Teen {2}{B}

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
Whenever a creature you control leaves the battlefield, each opponent loses 1 life.
{1}{B}: Level 2
Creatures you control get +1/+0 and have menace.
{B}: Level 3
Creature cards in your graveyard have sneak {3}{B}.
You may cast creature spells from your graveyard using their sneak abilities.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ral Zarek, Guest Lecturer {1}{B}{B}

Legendary Planeswalker -- Ral

[+1]: Surveil 2.
[-1]: Any number of target players each discard a card.
[-2]: Return target creature card with mana value 3 or less from your graveyard to the battlefield.
[-7]: Flip five coins. Target opponent skips their next X turns, where X is the number of coins that came up heads.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reassembling Skeleton {1}{B}

Creature -- Skeleton Warrior

{1}{B}: Return this card from your graveyard to the battlefield tapped.

1/1

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Creature -- Skeleton Warrior

{1}{B}: Return this card from your graveyard to the battlefield tapped.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rogue's Passage

Land

{T}: Add {C}.
{4}, {T}: Target creature can't be blocked this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scarblade's Malice {B}

Instant

Target creature you control gains deathtouch and lifelink until end of turn. When that creature dies this turn, create a 2/2 black and green Elf creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - JasperSmart - Standard ($5K RCQ - Standard - SCG CON Washington DC - Satu sheet 5/9 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Secret Tunnel

Land -- Cave

This land can't be blocked.
{T}: Add {C}.
{4}, {T}: Two target creatures you control that share a creature type can't be blocked this turn.

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vincent Valentine (2)(B)(B)

Legendary Creature -- Assassin

Whenever a creature an opponent controls dies, put a number of +1/+1 counters on Vincent Valentine equal to that creature's power.
Whenever Vincent Valentine attacks, you may transform it.

2/2

- - - BACK FACE - - -

Galian Beast

Legendary Creature -- Werewolf Beast

Trample, lifelink
When Galian Beast dies, return it to the battlefield tapped (front face up).

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When Galian Beast dies, return it to the battlefield tapped (front face up).

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Auntie's Sentence (1)(B)

Sorcery

Choose one --
* Target opponent reveals their hand. You choose a nonland permanent card from it. That player discards that card.
* Target creature gets -2/-2 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dream Seizer (3)(B)

Creature -- Faerie Rogue

Flying
When this creature enters, you may blight 1. If you do, each opponent discards a card. (To blight 1, put a -1/-1 counter on a creature you control.)

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fight On! (2)(B)

Instant

Return up to two target creature cards from your graveyard to your hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Forum Necroscribe (5)(B)

Creature -- Troll Warlock

Ward--Discard a card.
Repartee -- Whenever you cast an instant or sorcery spell that targets a creature, return target creature card from your graveyard to the battlefield.

[sideboard]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pain 101 (1)(B)

Instant

Until end of turn, target creature gains deathtouch and "When this creature dies, return it to the battlefield tapped under its owner's control."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pain 101 (1)(B)

Instant

Until end of turn, target creature gains deathtouch and "When this creature dies, return it to the battlefield tapped under its owner's control."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scarblade's Malice (B)

Instant

Target creature you control gains deathtouch and lifelink until end of turn. When that creature dies this turn, create a 2/2 black and green Elf creature token.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stomped by the Foot (1)(B)

Instant

Kicker--Sacrifice an artifact or creature. (You may sacrifice an artifact or creature in addition to any other costs as you cast this spell.)
Target creature gets -2/-2 until end of turn. If this spell was kicked, that creature gets -5/-5 until end of turn instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tragedy Feaster (2)(B)(B)

Creature -- Demon

Trample
Ward--Discard a card.
Infusion -- At the beginning of your end step, sacrifice a permanent unless you gained life this turn.

[sideboard]

7/6

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