Archenemy's Charm {B}{B}{B}

Instant

Choose one --
* Exile target creature or planeswalker.
* Return one or two target creature and/or planeswalker cards from your graveyard to your hand.
* Put two +1/+1 counters on target creature you control. It gains lifelink until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bitterbloom Bearer {B}{B}

Creature -- Faerie Rogue

Flash
Flying
At the beginning of your upkeep, you lose 1 life and create a 1/1 blue and black Faerie creature token with flying.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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At the beginning of your upkeep, you lose 1 life and create a 1/1 blue and black Faerie creature token with flying.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Castle Locthwain

Land

This land enters tapped unless you control a Swamp.
{T}: Add {B}.
{1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fatal Push (B)

Instant

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Field of Ruin

Land

{T}: Add {C}.
{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

{T}: Add {C}.
{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gifted Aetherborn {B}{B}

Creature -- Aetherborn Vampire

Deathtouch, lifelink

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gifted Aetherborn {B}{B}

Creature -- Aetherborn Vampire

Deathtouch, lifelink

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Go for the Throat {1}{B}

Instant

Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Go for the Throat {1}{B}

Instant

Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Graveyard Trespasser {2}{B}

Creature -- Human Werewolf

Ward--Discard a card.
Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.
Daybound (If a player casts no spells during their own turn, it becomes night next turn.)

3/3

- - - BACK FACE - - -

Graveyard Glutton

Creature -- Werewolf

Ward--Discard a card.
Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life.
Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - rhmaha - Pioneer v3 Group 40C60F (Archenemy's Charm, Invoke Despair) (Pio sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Invoke Despair {1}{B}{B}{B}{B}

Sorcery

Target opponent sacrifices a creature of their choice. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Target opponent sacrifices a creature of their choice. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Liliana of the Veil {1}{B}{B}

Legendary Planeswalker -- Liliana

[+1]: Each player discards a card.
[-2]: Target player sacrifices a creature.
[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Liliana of the Veil {1}{B}{B}

Legendary Planeswalker -- Liliana

[+1]: Each player discards a card.
[-2]: Target player sacrifices a creature.
[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mutavault

Land

{T}: Add {C}.
{1}: This land becomes a 2/2 creature with all creature types until end of turn. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mutavault

Land

{T}: Add {C}.
{1}: This land becomes a 2/2 creature with all creature types until end of turn. It's still a land.

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Mutavault

Land

{T}: Add {C}.
{1}: This land becomes a 2/2 creature with all creature types until end of turn. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sheoldred's Edict {1}{B}

Instant

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sheoldred, the Apocalypse {2}{B}{B}

Legendary Creature -- Phyrexian Praetor

Deathtouch
Whenever you draw a card, you gain 2 life.
Whenever an opponent draws a card, they lose 2 life.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Deathtouch
Whenever you draw a card, you gain 2 life.
Whenever an opponent draws a card, they lose 2 life.

4/5

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}.)

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({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Takenuma, Abandoned Mire

Legendary Land

{T}: Add {B}.
Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unholy Annex {2}{B}

Enchantment -- Room

At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.
(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

- - - RIGHT HALF - - -

Ritual Chamber {3}{B}{B}

Enchantment -- Room

When you unlock this door, create a 6/6 black Demon creature token with flying.
(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Unholy Annex (2)(B)

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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

Cut Down (B)

Instant

Destroy target creature with total power and toughness 5 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Damping Sphere (2)

Artifact

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.
Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Damping Sphere (2)

Artifact

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.
Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Go Blank (2)(B)

Sorcery

Target player discards two cards. Then exile that player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Go Blank {2}{B}

Sorcery

Target player discards two cards. Then exile that player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Invoke Despair {1}{B}{B}{B}{B}

Sorcery

Target opponent sacrifices a creature of their choice. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kalitas, Traitor of Ghet {2}{B}{B}

Legendary Creature -- Vampire Warrior

Lifelink
If a nontoken creature an opponent controls would die, instead exile that card and create a 2/2 black Zombie creature token.
{2}{B}, Sacrifice another Vampire or Zombie: Put two +1/+1 counters on Kalitas.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kalitas, Traitor of Ghet {2}{B}{B}

Legendary Creature -- Vampire Warrior

Lifelink
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{2}{B}, Sacrifice another Vampire or Zombie: Put two +1/+1 counters on Kalitas.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Languish {2}{B}{B}

Sorcery

All creatures get -4/-4 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Languish {2}{B}{B}

Sorcery

All creatures get -4/-4 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Languish {2}{B}{B}

Sorcery

All creatures get -4/-4 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ray of Enfeeblement {B}

Instant

Target creature gets -4/-1 until end of turn. If that creature is white, it gets -4/-4 until end of turn instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sunset Saboteur {1}{B}

Creature -- Human Rogue

Menace
Ward--Discard a card.
Whenever this creature attacks, put a +1/+1 counter on target creature an opponent controls.

[sideboard]

4/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unlicensed Hearse {2}

Artifact -- Vehicle

{T}: Exile up to two target cards from a single graveyard.
Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.
Crew 2

[sideboard]

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unlicensed Hearse {2}

Artifact -- Vehicle

{T}: Exile up to two target cards from a single graveyard.
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[sideboard]

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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