Caustic Bronco {1}{B}

Creature -- Snake Horse Mount

Whenever this creature attacks, reveal the top card of your library and put it into your hand. You lose life equal to that card's mana value if this creature isn't saddled. Otherwise, each opponent loses that much life.
Saddle 3 (Tap any number of other creatures you control with total power 3 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Ritual {B}

Instant

Add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Add {B}{B}{B}.

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

Playtest cards - RevJeremiah - Vintage v3 Group 8E0B12 (Hymn to Tourach, Inquisition of Ko sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Evolved Sleeper — B

Creature -- Human

{B}: This creature becomes a Human Cleric with base power and toughness 2/2.
{1}{B}: If this creature is a Cleric, put a deathtouch counter on it and it becomes a Phyrexian Human Cleric with base power and toughness 3/3.
{1}{B}{B}: If this creature is a Phyrexian, put a +1/+1 counter on it, then you draw a card and you lose 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Dreamthief — B

Creature -- Faerie Warlock

Flying
When this creature enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
{2}{B}, Exile this card from your graveyard: You draw a card and you lose 1 life.

1/1

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Faerie Dreamthief — B

Creature -- Faerie Warlock

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When this creature enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Feed the Swarm — 1B

Sorcery

Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Feed the Swarm {1}{B}

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Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hymn to Tourach {B}{B}

Sorcery

Target player discards two cards at random.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inquisition of Kozilek {B}

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mishra's Factory

Land

{T}: Add {C}.
{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.
{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Passageway Seer {3}{B}

Creature -- Tiefling Warlock

Lifelink
When this creature enters, you take the initiative.
At the beginning of your end step, if you have the initiative, put a +1/+1 counter on this creature.

2/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Power Word Kill {1}{B}

Instant

Destroy target non-Angel, non-Demon, non-Devil, non-Dragon creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - RevJeremiah - Vintage v3 Group 8E0B12 (Hymn to Tourach, Inquisition of Ko sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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Destroy target non-Angel, non-Demon, non-Devil, non-Dragon creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ravenloft Adventurer {3}{B}

Creature -- Human Rogue Assassin

When this creature enters, you take the initiative.
If a creature an opponent controls would die, instead exile it and put a hit counter on it.
Whenever this creature attacks, if you've completed a dungeon, defending player loses 1 life for each card they own in exile with a hit counter on it.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sol Ring {1}

Artifact

{T}: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

4/1

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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Vicious Battlerager 3B

Creature -- Dwarf Barbarian

When this creature enters, you take the initiative.
Spiked Retribution -- Whenever this creature becomes blocked by a creature, that creature's controller loses 5 life.

1/5

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1/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Break the Ice BB

Sorcery

Destroy target land that is snow or could produce {C}.
Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dreams of Steel and Oil B

Sorcery

Target opponent reveals their hand. You choose an artifact or creature card from it, then choose an artifact or creature card from their graveyard. Exile the chosen cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

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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.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Game Over {3}{B}{B}

Sorcery

This spell costs {2} less to cast if a player's life total is less than or equal to half their starting life total.
Destroy all creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Destroy all creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of the Void {2}{B}{B}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
If a card would be put into an opponent's graveyard from anywhere, exile it instead.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Necromentia {1}{B}{B}

Sorcery

Choose a card name other than a basic land card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then creates a 2/2 black Zombie creature token for each card exiled from their hand this way.

[sideboard]

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