Blood on the Snow {4}{B}{B}

Snow Sorcery

Choose one --
* Destroy all creatures.
* Destroy all planeswalkers.
Then return a creature or planeswalker card with mana value X or less from your graveyard to the battlefield, where X is the amount of {S} spent to cast this spell. ({S} is mana from a snow source.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bone Dragon {3}{B}{B}

Creature -- Dragon Skeleton

Flying
{3}{B}{B}, Exile seven other cards from your graveyard: Return this card from your graveyard to the battlefield tapped.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bone Dragon {3}{B}{B}

Creature -- Dragon Skeleton

Flying
{3}{B}{B}, Exile seven other cards from your graveyard: Return this card from your graveyard to the battlefield tapped.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Carrionette {1}{B}

Creature -- Skeleton

{2}{B}{B}: Exile this card and target creature unless that creature's controller pays {2}. Activate only if this card is in your graveyard.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - #70904, ??? - Unknown format (MO ???99???#1 (?112????CS) 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

Charred Graverobber {2}{B}

Creature -- Skeleton Mercenary

When this creature enters, return target outlaw card from your graveyard to your hand.
Escape--{3}{B}{B}, Exile four other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)
This creature escapes with a +1/+1 counter on it.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This creature escapes with a +1/+1 counter on it.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Corpses of the Lost {2}{B}

Enchantment

Skeletons you control get +1/+0 and have haste.
When this enchantment enters, create a 2/2 black Skeleton Pirate creature token.
At the beginning of your end step, if you descended this turn, you may pay 1 life. If you do, return this enchantment to its owner's hand.
(You descended if a permanent card was put into your graveyard from anywhere.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - #70904, ??? - Unknown format (MO ???99???#1 (?112????CS) sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gutterbones {B}

Creature -- Skeleton Warrior

This creature enters tapped.
{1}{B}: Return this card from your graveyard to your hand. Activate only during your turn and only if an opponent lost life this turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This creature enters tapped.
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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hissing Quagmire

Land

This land enters tapped.
{T}: Add {B} or {G}.
{1}{B}{G}: Until end of turn, this land becomes a 2/2 black and green Elemental creature with deathtouch. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hunted Bonebrute {2}{B}

Creature -- Skeleton Beast

Menace
When this creature enters, target opponent creates two 1/1 white Dog creature tokens.
When this creature dies, each opponent loses 3 life.
Disguise {1}{B}

6/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Necroblossom Snarl

Land

As this land enters, you may reveal a Swamp or Forest card from your hand. If you don't, this land enters tapped.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nighthawk Scavenger (1)(B)(B)

Creature -- Vampire Rogue

Flying, deathtouch, lifelink
Nighthawk Scavenger's power is equal to 1 plus the number of card types among cards in your opponents' graveyards.

1+*/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skeletal Swarming (3)(B)(G)

Enchantment

Each Skeleton you control has trample, attacks each combat if able, and gets +X/+0, where X is the number of other Skeletons you control.
At the beginning of your end step, create a tapped 1/1 black Skeleton creature token. If a creature died this turn, create two of those tokens instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - #70904, ??? - Unknown format (MO ???99???#1 (?112????CS) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skeleton Crew {3}{B}

Creature -- Skeleton Pirate

Each other creature you control that's a Skeleton or Pirate gets +1/+1.
Whenever one or more creature cards leave your graveyard, create a 2/2 black Skeleton Pirate creature token. (This ability triggers only from the battlefield.)
{5}{B}: Return this card from your graveyard to the battlefield tapped.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Forest

Basic Snow Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Snow-Covered Forest

Basic Snow Land -- Forest

({T}: Add {G}.)

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

Snow-Covered Swamp

Basic Snow Land -- Swamp

({T}: Add {B}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - #70904, ??? - Unknown format (MO ???99???#1 (?112????CS) sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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({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 PLAY botbox.dev

Tarrian's Journal (1)(B)

Legendary Artifact -- Book

{T}, Sacrifice another artifact or creature: Draw a card. Activate only as a sorcery.
{2}, {T}, Discard your hand: Transform Tarrian's Journal.

- - - BACK FACE - - -

The Tomb of Aclazotz

Legendary Land -- Cave

(Transforms from Tarrian's Journal.)
{T}: Add {B}.
{T}: You may cast a creature spell from your graveyard this turn. If you do, it enters with a finality counter on it and is a Vampire in addition to its other types. (If a creature with a finality counter on it would die, exile it instead.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Malady

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underworld Sentinel 3BB

Creature -- Skeleton Soldier

Whenever this creature attacks, exile target creature card from your graveyard.
When this creature dies, put all cards exiled with it onto the battlefield.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underworld Sentinel 3BB

Creature -- Skeleton Soldier

Whenever this creature attacks, exile target creature card from your graveyard.
When this creature dies, put all cards exiled with it onto the battlefield.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Callous Bloodmage 2B

Creature -- Vampire Warlock

When this creature enters, choose one --
* Create a 1/1 black and green Pest creature token with "When this token dies, you gain 1 life."
* You draw a card and you lose 1 life.
* Exile target player's graveyard.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crippling Fear 2BB

Sorcery

Choose a creature type. Creatures that aren't of the chosen type get -3/-3 until end of turn.

[sideboard]

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Crippling Fear {2}{B}{B}

Sorcery

Choose a creature type. Creatures that aren't of the chosen type get -3/-3 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Choose one --
* Target creature gets -X/-X until end of turn. You gain X life.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inscription of Ruin {2}{B}

Sorcery

Kicker {2}{B}{B}
Choose one. If this spell was kicked, choose any number instead.
* Target opponent discards two cards.
* Return target creature card with mana value 2 or less from your graveyard to the battlefield.
* Destroy target creature with mana value 3 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pest Infestation {X}{X}{G}

Sorcery

Destroy up to X target artifacts and/or enchantments. Create twice X 1/1 black and green Pest creature tokens with "When this token dies, you gain 1 life."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pest Infestation {X}{X}{G}

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Pest Infestation (X)(X)(G)

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[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vraska the Unseen (3)(B)(G)

Legendary Planeswalker -- Vraska

[+1]: Until your next turn, whenever a creature deals combat damage to Vraska, destroy that creature.
[-3]: Destroy target nonland permanent.
[-7]: Create three 1/1 black Assassin creature tokens with "Whenever this token deals combat damage to a player, that player loses the game."

[sideboard]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - #70904, ??? - Unknown format (MO ???99???#1 (?112????CS) sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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