Bitter Triumph {1}{B}

Instant

As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Bloodletter of Aclazotz {1}{B}{B}{B}

Creature -- Vampire Demon

Flying
If an opponent would lose life during your turn, they lose twice that much life instead. (Damage causes loss of life.)

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/4

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

Luis, Pompous Pillager

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Qarsi Revenant {1}{B}{B}

Creature -- Vampire

Flying, deathtouch, lifelink
Renew -- {2}{B}, Exile this card from your graveyard: Put a flying counter, a deathtouch counter, and a lifelink counter on target creature. Activate only as a sorcery.

3/3

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Renew -- {2}{B}, Exile this card from your graveyard: Put a flying counter, a deathtouch counter, and a lifelink counter on target creature. Activate only as a sorcery.

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Realm of Koh

Land

This land enters tapped unless you control a basic land.
{T}: Add {B}.
{3}{B}, {T}: Create a 1/1 colorless Spirit creature token with "This token can't block or be blocked by non-Spirit creatures."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Requiting Hex {B}

Instant

As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)
Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.

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Shoot the Sheriff {1}{B}

Instant

Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soulstone Sanctuary

Land

{T}: Add {C}.
{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.

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Strategic Betrayal 1B

Sorcery

Target opponent exiles a creature they control and their graveyard.

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Sunset Saboteur 1B

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

Sunset Saboteur 1B

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

Sunset Saboteur 1B

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}.)

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Playtest cards - fireshoes - Standard v3 Group 4F77BF (Timeline Culler, Hylderblade) (Stan sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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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.

7/6

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7/6

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.)

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Unstoppable Slasher (2)(B)

Creature -- Zombie Assassin

Deathtouch
Whenever this creature deals combat damage to a player, they lose half their life, rounded up.
When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.

2/3

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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Day of Black Sun (X)(B)(B)

Sorcery

Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deadly Cover-Up (3)(B)(B)

Sorcery

As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

[sideboard]

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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]

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Intimidation Tactics {B}

Sorcery

Target opponent reveals their hand. You choose an artifact or creature card from it. Exile that card. Cycling {3} ({3}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Intimidation Tactics {B}

Sorcery

Target opponent reveals their hand. You choose an artifact or creature card from it. Exile that card. Cycling {3} ({3}, Discard this card: Draw a card.)

[sideboard]

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Shoot the Sheriff {1}{B}

Instant

Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Strategic Betrayal {1}{B}

Sorcery

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[sideboard]

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The End {2}{B}{B}

Instant

This spell costs {2} less to cast if your life total is 5 or less.
Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torpor Orb {2}

Artifact

Creatures entering don't cause abilities to trigger.

[sideboard]

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