Animate Dead {1}{B}

Enchantment -- Aura

Enchant creature card in a graveyard
When this Aura enters, if it's on the battlefield, it loses "enchant creature card in a graveyard" and gains "enchant creature put onto the battlefield with this Aura." Return enchanted creature card to the battlefield under your control and attach this Aura to it. When this Aura leaves the battlefield, that creature's controller sacrifices it.
Enchanted creature gets -1/-0.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Archon of Cruelty {6}{B}{B}

Creature -- Archon

Flying
Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Atraxa, Grand Unifier {3}{G}{W}{U}{B}

Legendary Creature -- Phyrexian Angel

Flying, vigilance, deathtouch, lifelink
When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)

7/7

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7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - takahiro, sasaki - Mono Black Reanimator (?????????7????????? in ??) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Badlands

Land -- Swamp Mountain

({T}: Add {B} or {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Badlands

Land -- Swamp Mountain

({T}: Add {B} or {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodstained Mire

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodstained Mire

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chrome Mox {0}

Artifact

Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.
{T}: Add one mana of any of the exiled card's colors.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.
{T}: Add one mana of any of the exiled card's colors.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Collective Brutality {1}{B}

Sorcery

Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.)
Choose one or more --
* Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card.
* Target creature gets -2/-2 until end of turn.
* Target opponent loses 2 life and you gain 2 life.

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

Dark Ritual {B}

Instant

Add {B}{B}{B}.

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Dark Ritual {B}

Instant

Add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faithless Looting {R}

Sorcery

Draw two cards, then discard two cards.
Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Faithless Looting (R)

Sorcery

Draw two cards, then discard two cards.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Griselbrand (4)(B)(B)(B)(B)

Legendary Creature -- Demon

Flying, lifelink
Pay 7 life: Draw seven cards.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flying, lifelink
Pay 7 life: Draw seven cards.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Petal (0)

Artifact

{T}, Sacrifice this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polluted Delta

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Raph & Mikey, Troublemakers 5 R/G R/G

Legendary Creature -- Mutant Ninja Turtle

Trample, haste
Whenever Raph & Mikey attack, reveal cards from the top of your library until you reveal a creature card. Put that card onto the battlefield tapped and attacking and the rest on the bottom of your library in a random order.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raucous Theater

Land -- Swamp Mountain

({T}: Add {B} or {R}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reanimate B

Sorcery

Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - takahiro, sasaki - Mono Black Reanimator (??????????????????? in ??) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Fantasticar {3}

Legendary Artifact -- Vehicle

Flying
Whenever you cast a noncreature spell, you may have The Fantasticar become an artifact creature until end of turn.
Whenever you cast your fourth noncreature spell each turn, you may sacrifice The Fantasticar. If you do, create four 4/4 colorless Construct artifact creature tokens with flying and haste.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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The Fantasticar 3

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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4/4

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

Undercity Sewers

Land -- Island Swamp

({T}: Add {U} or {B}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underground Sea

Land -- Island Swamp

({T}: Add {U} or {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Unmask {3}{B}

Sorcery

You may exile a black card from your hand rather than pay this spell's mana cost.
Target player reveals their hand. You choose a nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

You may exile a black card from your hand rather than pay this spell's mana cost.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Verdant Catacombs

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cabal Therapy {B}

Sorcery

Choose a nonland card name. Target player reveals their hand and discards all cards with that name.
Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cabal Therapy {B}

Sorcery

Choose a nonland card name. Target player reveals their hand and discards all cards with that name.
Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Collective Brutality {1}{B}

Sorcery

Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.)
Choose one or more --
* Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card.
* Target creature gets -2/-2 until end of turn.
* Target opponent loses 2 life and you gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dauthi Voidwalker {B}{B}

Creature -- Dauthi Rogue

Shadow (This creature can block or be blocked by only creatures with shadow.)
If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.
{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.

[sideboard]

3/2

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[sideboard]

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[sideboard]

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[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Show and Tell {2}{U}

Sorcery

Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Show and Tell {2}{U}

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[sideboard]

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[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stronghold Gambit {1}{R}

Sorcery

Each player chooses a card in their hand. Then each player reveals their chosen card. The owner of each creature card revealed this way with the lowest mana value puts it onto the battlefield.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Surgical Extraction {BP}

Instant

({B/P} can be paid with either {B} or 2 life.)
Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.

[sideboard]

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