Bloodghast — B B

Creature -- Vampire Spirit

This creature can't block.
This creature has haste as long as an opponent has 10 or less life.
Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cathartic Reunion — 1 R

Sorcery

As an additional cost to cast this spell, discard two cards.
Draw three cards.

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Cephalid Coliseum

Land

{T}: Add {U}. This land deals 1 damage to you.
Threshold -- {U}, {T}, Sacrifice this land: Target player draws three cards, then discards three cards. Activate only if there are seven or more cards in your graveyard.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creeping Chill 3B

Sorcery

Creeping Chill deals 3 damage to each opponent and you gain 3 life. When Creeping Chill is put into your graveyard from your library, you may exile it. If you do, Creeping Chill deals 3 damage to each opponent and you gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creeping Chill 3B

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dakmor Salvage

Land

This land enters tapped.
{T}: Add {B}.
Dredge 2 (If you would draw a card, you may mill two cards instead. If you do, return this card from your graveyard to your hand.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

This land enters tapped.
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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.)

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Faithless Looting (R)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Golgari Grave-Troll (4)(G)

Creature -- Troll Skeleton

This creature enters with a +1/+1 counter on it for each creature card in your graveyard.
{1}, Remove a +1/+1 counter from this creature: Regenerate this creature.
Dredge 6 (If you would draw a card, you may mill six cards instead. If you do, return this card from your graveyard to your hand.)

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Golgari Thug (1)(B)

Creature -- Human Warrior

When this creature dies, put target creature card from your graveyard on top of your library.
Dredge 4 (If you would draw a card, you may mill four cards instead. If you do, return this card from your graveyard to your hand.)

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Haunted Dead {3}{B}

Creature -- Zombie

When this creature enters, create a 1/1 white Spirit creature token with flying.
{1}{B}, Discard two cards: Return this card from your graveyard to the battlefield tapped.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hogaak, Arisen Necropolis {5}{B/G}{B/G}

Legendary Creature -- Avatar

You can't spend mana to cast this spell.
Convoke, delve (Each creature you tap while casting this spell pays for {1} or one mana of that creature's color. Each card you exile from your graveyard pays for {1}.)
You may cast this card from your graveyard.
Trample

8/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

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({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Narcomoeba (1)(U)

Creature -- Illusion

Flying
When this card is put into your graveyard from your library, you may put it onto the battlefield.

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ox of Agonas (3)(R)(R)

Creature -- Ox

When this creature enters, discard your hand, then draw three cards. Escape--{R}{R}, Exile eight 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.

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Ox

When this creature enters, discard your hand, then draw three cards. Escape--{R}{R}, Exile eight 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.

4/2

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Prized Amalgam {1}{U}{B}

Creature -- Zombie

Whenever a creature enters, if it entered from your graveyard or you cast it from your graveyard, return this card from your graveyard to the battlefield tapped at the beginning of the next end step.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shivan Reef

Land

{T}: Add {C}.
{T}: Add {U} or {R}. This land deals 1 damage to you.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silversmote Ghoul {2}{B}

Creature -- Zombie Vampire

At the beginning of your end step, if you gained 3 or more life this turn, return this card from your graveyard to the battlefield tapped.
{1}{B}, Sacrifice this creature: Draw a card.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Martin, Jeff - Vintage v3 Group 72A2C4 (Silversmote Ghoul, Prized Amalgam sheet 6/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stinkweed Imp {2}{B}

Creature -- Imp

Flying
Whenever this creature deals combat damage to a creature, destroy that creature.
Dredge 5 (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Martin, Jeff - Vintage v3 Group 72A2C4 (Silversmote Ghoul, Prized Amalgam sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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Tome Scour (U)

Sorcery

Target player mills five cards.

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Sorcery

Target player mills five cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bone Shards (B)

Sorcery

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darkblast (B)

Instant

Target creature gets -1/-1 until end of turn.
Dredge 3 (If you would draw a card, you may mill three cards instead. If you do, return this card from your graveyard to your hand.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darkblast (B)

Instant

Target creature gets -1/-1 until end of turn.
Dredge 3 (If you would draw a card, you may mill three cards instead. If you do, return this card from your graveyard to your hand.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of Sanctity (2)(W)(W)

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
You have hexproof. (You can't be the target of spells or abilities your opponents control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Martin, Jeff - Vintage v3 Group 72A2C4 (Silversmote Ghoul, Prized Amalgam sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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[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

Meltdown {X}{R}

Sorcery

Destroy each artifact with mana value X or less.

[sideboard]

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Meltdown (X)(R)

Sorcery

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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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