Crabomination {4}{B}{B}

Creature -- Crab Demon

Emerge from artifact {5}{B}{B} (You may cast this spell by sacrificing an artifact and paying the emerge cost reduced by that artifact's mana value.)
When this creature enters, target opponent exiles the top card of their library, a card at random from their graveyard, and a card at random from their hand. You may cast a spell from among cards exiled this way without paying its mana cost.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dogged Detective {1}{B}

Creature -- Human Rogue

When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)
Whenever an opponent draws their second card each turn, you may return this card from your graveyard to your hand.

2/1

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Playtest cards - isutal175 - Unknown format (MO ???99???#2 (?123????CS) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Murderous Rider {1}{B}{B}

Creature -- Zombie Knight

Lifelink
When this creature dies, put it on the bottom of its owner's library.

2/3

- - - ADVENTURE - - -

Swift End {1}{B}{B}

Instant -- Adventure

Destroy target creature or planeswalker. You lose 2 life. (Then exile this card. You may cast the creature later from exile.)

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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}.

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nullpriest of Oblivion (1)(B)

Creature -- Vampire Cleric

Kicker {3}{B} (You may pay an additional {3}{B} as you cast this spell.)
Lifelink
Menace (This creature can't be blocked except by two or more creatures.)
When this creature enters, if it was kicked, return target creature card from your graveyard to the battlefield.

2/1

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ritual of Soot (2)(B)(B)

Sorcery

Destroy all creatures with mana value 3 or less.

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Destroy all creatures with mana value 3 or less.

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

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}.)

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Snow-Covered Swamp

Basic Snow Land -- Swamp

({T}: Add {B}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solemn Simulacrum (4)

Artifact Creature -- Golem

When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. When this creature dies, you may draw a card.

2/2

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Solemn Simulacrum 4

Artifact Creature -- Golem

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2/2

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Huntsman's Redemption 2G

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Create a 3/3 green Beast creature token.
II -- You may sacrifice a creature. If you do, search your library for a creature or basic land card, reveal it, put it into your hand, then shuffle.
III -- Up to two target creatures each get +2/+2 and gain trample until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Sibsig Ceremony {B}{B}{B}

Legendary Enchantment

Creature spells you cast cost {2} less to cast.
Whenever a creature you control enters, if you cast it, destroy that creature, then create a 2/2 black Zombie Druid creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thragtusk {4}{G}

Creature -- Beast

When this creature enters, you gain 5 life.
When this creature leaves the battlefield, create a 3/3 green Beast creature token.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thragtusk {4}{G}

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5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thrun, Breaker of Silence 3GG

Legendary Creature -- Troll Shaman

This spell can't be countered.
Trample
Thrun can't be the target of nongreen spells your opponents control or abilities from nongreen sources your opponents control.
During your turn, Thrun has indestructible.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Creature -- Troll Shaman

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During your turn, Thrun has indestructible.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Activated Sleeper 2B

Creature -- Phyrexian Shapeshifter

Flash
You may have this creature enter as a copy of any creature card in a graveyard that was put there from the battlefield this turn, except it's a Phyrexian in addition to its other types.

[sideboard]

0/0

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[sideboard]

0/0

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

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[sideboard]

2/1

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Callous Bloodmage {2}{B}

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[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Erebos, Bleak-Hearted {3}{B}

Legendary Enchantment Creature -- God

Indestructible
As long as your devotion to black is less than five, Erebos isn't a creature.
Whenever another creature you control dies, you may pay 2 life. If you do, draw a card.
{1}{B}, Sacrifice another creature: Target creature gets -2/-1 until end of turn.

[sideboard]

5/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Massacre Girl {3}{B}{B}

Legendary Creature -- Human Assassin

Menace
When Massacre Girl enters, each other creature gets -1/-1 until end of turn. Whenever a creature dies this turn, each creature other than Massacre Girl gets -1/-1 until end of turn.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Massacre Girl {3}{B}{B}

Legendary Creature -- Human Assassin

Menace
When Massacre Girl enters, each other creature gets -1/-1 until end of turn. Whenever a creature dies this turn, each creature other than Massacre Girl gets -1/-1 until end of turn.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The House Grows Hungry

(card data unavailable)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The House Grows Hungry

(card data unavailable)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The House Grows Hungry

(card data unavailable)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Webstrike Elite {G}{G}

Creature -- Insect Archer

Reach
Cycling {X}{G}{G} ({X}{G}{G}, Discard this card: Draw a card.)
When you cycle this card, destroy up to one target artifact or enchantment with mana value X.

[sideboard]

3/3

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[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Workshop Warchief {3}{G}{G}

Creature -- Rhino Warrior

Trample
When this creature enters, you gain 3 life.
When this creature dies, create a 4/4 green Rhino Warrior creature token.
Blitz {4}{G}{G} (If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)

[sideboard]

5/3

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[sideboard]

5/3

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