Annihilating Glare {B}

Sorcery

As an additional cost to cast this spell, pay {4} or sacrifice an artifact or creature.
Destroy target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Annihilating Glare {B}

Sorcery

As an additional cost to cast this spell, pay {4} or sacrifice an artifact or creature.
Destroy target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Baron Helmut Zemo {B}{B}{B}

Legendary Creature -- Human Noble Villain

Whenever you cast a black spell from your hand, Baron Helmut Zemo connives.
Boast -- Exile any number of black cards from your graveyard with fifteen or more black mana symbols among their mana costs: Copy those exiled cards. You may cast up to three of the copies without paying their mana costs. (Activate only if this creature attacked this turn and only once each turn.)

3/3

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kintner, Caleb - Pioneer v3 Group 4DA1A3 (Baron Helmut Zemo, Revival // R sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Castle Locthwain

Land

This land enters tapped unless you control a Swamp.
{T}: Add {B}.
{1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deadly Dispute {1}{B}

Instant

As an additional cost to cast this spell, sacrifice an artifact or creature.
Draw two cards and create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eyetwitch {B}

Creature -- Eye Bat

Flying
When this creature dies, learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Fatal Push {B}

Instant

Destroy target creature if it has mana value 2 or less.
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gray Merchant of Asphodel {3}{B}{B}

Creature -- Zombie

When this creature enters, each opponent loses X life, where X is your devotion to black. You gain life equal to the life lost this way. (Each {B} in the mana costs of permanents you control counts toward your devotion to black.)

2/4

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2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nykthos, Shrine to Nyx

Legendary Land

{T}: Add {C}.
{2}, {T}: Choose a color. Add an amount of mana of that color equal to your devotion to that color. (Your devotion to a color is the number of mana symbols of that color in the mana costs of permanents you control.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overgrown Tomb

Land -- Swamp Forest

({T}: Add {B} or {G}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Overlord of the Balemurk {3}{B}{B}

Enchantment Creature -- Avatar Horror

Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)
Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.

5/5

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5/5

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Ral Zarek, Guest Lecturer {1}{B}{B}

Legendary Planeswalker -- Ral

[+1]: Surveil 2.
[-1]: Any number of target players each discard a card.
[-2]: Return target creature card with mana value 3 or less from your graveyard to the battlefield.
[-7]: Flip five coins. Target opponent skips their next X turns, where X is the number of coins that came up heads.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stitcher's Supplier {B}

Creature -- Zombie

When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Takenuma, Abandoned Mire

Legendary Land

{T}: Add {B}.
Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Sackville-Bagginses {1}{B}

Legendary Creature -- Halfling Citizen

When The Sackville-Bagginses enter, you may sacrifice another creature or artifact. If you do, draw a card and create a Treasure token.
Whenever you sacrifice a token, target opponent loses 1 life.

2/2

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2/2

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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Thoughtseize {B}

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Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urborg, Tomb of Yawgmoth

Legendary Land

Each land is a Swamp in addition to its other land types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dai Li Indoctrination {1}{B}

Sorcery -- Lesson

Choose one --
* Target opponent reveals their hand. You choose a nonland permanent card from it. That player discards that card.
* Earthbend 2. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Decorum Dissertation {3}{B}{B}

Sorcery -- Lesson

Target player draws two cards and loses 2 life.
Paradigm (Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[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

Origin of Metalbending {1}{G}

Instant -- Lesson

Choose one --
* Destroy target artifact or enchantment.
* Put a +1/+1 counter on target creature you control. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ozai's Cruelty {2}{B}

Sorcery -- Lesson

Ozai's Cruelty deals 2 damage to target player. That player discards two cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ruinous Waterbending {1}{B}{B}

Sorcery -- Lesson

As an additional cost to cast this spell, you may waterbend {4}. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.)
All creatures get -2/-2 until end of turn. If this spell's additional cost was paid, whenever a creature dies this turn, you gain 1 life.

[sideboard]

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Sheoldred, the Apocalypse 2BB

Legendary Creature -- Phyrexian Praetor

Deathtouch
Whenever you draw a card, you gain 2 life.
Whenever an opponent draws a card, they lose 2 life.

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Strategic Betrayal 1B

Sorcery

Target opponent exiles a creature they control and their graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Meathook Massacre XBB

Legendary Enchantment

When The Meathook Massacre enters, each creature gets -X/-X until end of turn.
Whenever a creature you control dies, each opponent loses 1 life.
Whenever a creature an opponent controls dies, you gain 1 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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