Al Bhed Salvagers {2}{B}

Creature -- Human Artificer Warrior

Whenever this creature or another creature or artifact you control dies, target opponent loses 1 life and you gain 1 life.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Callous Inspector {B}

Creature -- Human Soldier

Menace (This creature can't be blocked except by two or more creatures.)
When this creature dies, it deals 1 damage to you. Create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.")

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Corrupted Conviction {B}

Instant

As an additional cost to cast this spell, sacrifice a creature.
Draw two cards.

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Eaten Alive (B)

Sorcery

As an additional cost to cast this spell, sacrifice a creature or pay {3}{B}.
Exile target creature or planeswalker.

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Forsaken Miner (B)

Creature -- Skeleton Rogue

This creature can't block.
Whenever you commit a crime, you may pay {B}. If you do, return this card from your graveyard to the battlefield. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

2/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Funeral Room {2}{B}

Enchantment -- Room

Whenever a creature you control dies, each opponent loses 1 life and you gain 1 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 - - -

Awakening Hall {6}{B}{B}

Enchantment -- Room

When you unlock this door, return all creature cards from your graveyard to the battlefield.
(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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

High-Society Hunter {3}{B}{B}

Creature -- Vampire Noble

Flying
Whenever this creature attacks, you may sacrifice another creature. If you do, put a +1/+1 counter on this creature.
Whenever another nontoken creature dies, draw a card.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Infestation Sage {B}

Creature -- Elf Warlock

When this creature dies, create a 1/1 black and green Insect creature token with flying.

1/1

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Lively Dirge {1}{B}

Sorcery

Spree (Choose one or more additional costs.)
+ {1} -- Search your library for a card, put it into your graveyard, then shuffle.
+ {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield.

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Nezumi Linkbreaker {B}

Creature -- Rat Warlock

When this creature dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

1/1

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Phyrexian Arena {1}{B}{B}

Enchantment

At the beginning of your upkeep, you draw a card and lose 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scarblade's Malice {B}

Instant

Target creature you control gains deathtouch and lifelink until end of turn. When that creature dies this turn, create a 2/2 black and green Elf creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sephiroth, Fabled SOLDIER {2}{B}

Legendary Creature -- Human Avatar Soldier

Whenever Sephiroth enters or attacks, you may sacrifice another creature. If you do, draw a card.
Whenever another creature dies, target opponent loses 1 life and you gain 1 life. If this is the fourth time this ability has resolved this turn, transform Sephiroth.

3/3

- - - BACK FACE - - -

Sephiroth, One-Winged Angel

Legendary Creature -- Angel Nightmare Avatar

Flying
Super Nova -- As this creature transforms into Sephiroth, One-Winged Angel, you get an emblem with "Whenever a creature dies, target opponent loses 1 life and you gain 1 life."
Whenever Sephiroth attacks, you may sacrifice any number of other creatures. If you do, draw that many cards.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Susurian Voidborn {2}{B}

Creature -- Vampire Soldier

Whenever this creature or another creature or artifact you control dies, target opponent loses 1 life and you gain 1 life.
Warp {B} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

2/2

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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Vengeful Bloodwitch (1)(B)

Creature -- Vampire Warlock

Whenever this creature or another creature you control dies, target opponent loses 1 life and you gain 1 life.

1/1

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1/1

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Ahriman (2)(B)

Creature -- Eye Horror

Flying, deathtouch
{3}, Sacrifice another creature or artifact: Draw a card.

[sideboard]

2/2

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[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Engine Rat (B)

Creature -- Zombie Rat

Deathtouch
{5}{B}: Each opponent loses 2 life.

[sideboard]

1/1

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[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Macabre Waltz {1}{B}

Sorcery

Return up to two target creature cards from your graveyard to your hand, then discard a card.

[sideboard]

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Macabre Waltz {1}{B}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Qutrub Forayer {2}{B}

Creature -- Zombie Horror

When this creature enters, choose one --
* Destroy target creature that was dealt damage this turn.
* Exile up to two target cards from a single graveyard.

[sideboard]

3/2

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Temporal Intervention {2}{B}

Sorcery

Void -- This spell costs {2} less to cast if a nonland permanent left the battlefield this turn or a spell was warped this turn.
Target opponent reveals their hand. You choose a nonland card from it. That player discards that card.

[sideboard]

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