Bloodthrone Vampire (1)(B)

Creature -- Vampire

Sacrifice a creature: This creature gets +2/+2 until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodthrone Vampire (1)(B)

Creature -- Vampire

Sacrifice a creature: This creature gets +2/+2 until end of turn.

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Carrion Feeder (B)

Creature -- Zombie

This creature can't block.
Sacrifice a creature: Put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Zombie

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Playtest cards - AndreaT53 - Pauper v3 Group 205967 (Perigee Beckoner, Essence Harvest) (L sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Dark Ritual {B}

Instant

Add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Ritual {B}

Instant

Add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Escape Tunnel

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.
{T}, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Essence Harvest {2}{B}

Sorcery

Target player loses X life and you gain X life, where X is the greatest power among creatures you control.

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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Mortician Beetle (B)

Creature -- Insect

Whenever a player sacrifices a creature, you may put a +1/+1 counter on this creature.

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nested Shambler (B)

Creature -- Zombie

When this creature dies, create X tapped 1/1 green Squirrel creature tokens, where X is this creature's power.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature dies, create X tapped 1/1 green Squirrel creature tokens, where X is this creature's power.

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Perigee Beckoner {4}{B}

Creature -- Horror

When this creature enters, until end of turn, another target creature you control gets +2/+0 and gains "When this creature dies, return it to the battlefield tapped under its owner's control."
Warp {1}{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.)

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rite of Consumption {1}{B}

Sorcery

As an additional cost to cast this spell, sacrifice a creature.
Rite of Consumption deals damage equal to the sacrificed creature's power to target player or planeswalker. You gain life equal to the damage dealt this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shadow Alley Denizen {B}

Creature -- Vampire Rogue

Whenever another black creature you control enters, target creature gains intimidate until end of turn. (It can't be blocked except by artifact creatures and/or creatures that share a color with it.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shambling Ghast {B}

Creature -- Zombie

When this creature dies, choose one --
* Target creature an opponent controls gets -1/-1 until end of turn.
* Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Supernatural Stamina (B)

Instant

Until end of turn, target creature gets +2/+0 and gains "When this creature dies, return it to the battlefield tapped under its owner's control."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Supernatural Stamina (B)

Instant

Until end of turn, target creature gets +2/+0 and gains "When this creature dies, return it to the battlefield tapped under its owner's control."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Supernatural Stamina (B)

Instant

Until end of turn, target creature gets +2/+0 and gains "When this creature dies, return it to the battlefield tapped under its owner's control."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Supernatural Stamina (B)

Instant

Until end of turn, target creature gets +2/+0 and gains "When this creature dies, return it to the battlefield tapped under its owner's control."

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

Troll of Khazad-dûm (5)(B)

Creature -- Troll

This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unearth (B)

Sorcery

Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unearth (B)

Sorcery

Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Village Rites {B}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Accursed Marauder {1}{B}

Creature -- Zombie Warrior

When this creature enters, each player sacrifices a nontoken creature of their choice.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

2/1

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Creature -- Zombie Warrior

When this creature enters, each player sacrifices a nontoken creature of their choice.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arms of Hadar {3}{B}

Sorcery

Creatures target player controls get -2/-2 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Ashen-Skin Zubera {1}{B}

Creature -- Zubera Spirit

When this creature dies, target opponent discards a card for each Zubera that died this turn.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

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Creature -- Zubera Spirit

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[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Macabre {1}{B}{B}

Creature -- Faerie Rogue

Flying
Discard this card: Exile up to two target cards from graveyards.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mesmeric Fiend {1}{B}

Creature -- Nightmare Horror

When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.
When this creature leaves the battlefield, return the exiled card to its owner's hand.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Serrated Scorpion {B}

Creature -- Scorpion

When this creature dies, it deals 2 damage to each opponent and you gain 2 life.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Serrated Scorpion {B}

Creature -- Scorpion

When this creature dies, it deals 2 damage to each opponent and you gain 2 life.

[sideboard]

1/2

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Sylvok Lifestaff {1}

Artifact -- Equipment

Equipped creature gets +1/+0.
Whenever equipped creature dies, you gain 3 life.
Equip {1}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tragic Slip {B}

Instant

Target creature gets -1/-1 until end of turn.
Morbid -- That creature gets -13/-13 until end of turn instead if a creature died this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unexpected Fangs {1}{B}

Instant

Put a +1/+1 counter and a lifelink counter on target creature.

[sideboard]

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