Alesha, Who Laughs at Fate (1)(B)(R)

Legendary Creature -- Human Warrior

First strike
Whenever Alesha attacks, put a +1/+1 counter on it.
Raid -- At the beginning of your end step, if you attacked this turn, return target creature card with mana value less than or equal to Alesha's power from your graveyard to the battlefield.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Creature -- Human Warrior

First strike
Whenever Alesha attacks, put a +1/+1 counter on it.
Raid -- At the beginning of your end step, if you attacked this turn, return target creature card with mana value less than or equal to Alesha's power from your graveyard to the battlefield.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Crypt

Land -- Swamp Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land -- Swamp Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Crypt

Land -- Swamp Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodfell Caves

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodfell Caves

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clockwork Percussionist (R)

Artifact Creature -- Monkey Toy

Haste
When this creature dies, exile the top card of your library. You may play it until the end of your next turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 1/10 - 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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When this creature dies, exile the top card of your library. You may play it until the end of your next turn.

1/1

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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Draw two cards.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Greedy Freebooter (B)

Creature -- Human Pirate

When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

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.

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Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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Infestation Sage {B}

Creature -- Elf Warlock

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Moonshadow {B}

Creature -- Elemental

Menace
This creature enters with six -1/-1 counters on it.
Whenever one or more permanent cards are put into your graveyard from anywhere while this creature has a -1/-1 counter on it, remove a -1/-1 counter from this creature.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Moseo, Vein's New Dean {2}{B}

Legendary Creature -- Bird Skeleton Warlock

Flying
When Moseo enters, create a 1/1 black and green Pest creature token with "Whenever this token attacks, you gain 1 life."
Infusion -- At the beginning of your end step, if you gained life this turn, return up to one target creature card with mana value X or less from your graveyard to the battlefield, where X is the amount of life you gained this turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Obsessive Pursuit {1}{B}

Enchantment

When this enchantment enters and at the beginning of your upkeep, you lose 1 life and create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.")
Whenever you attack, put X +1/+1 counters on target attacking creature, where X is the number of permanents you've sacrificed this turn. If X is three or more, that creature gains lifelink until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Perforating Artist {1}{B}{R}

Creature -- Devil

Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)
Raid -- At the beginning of your end step, if you attacked this turn, each opponent loses 3 life unless that player sacrifices a nonland permanent of their choice or discards a card.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Postmortem Professor {1}{B}

Creature -- Zombie Warlock

This creature can't block.
Whenever this creature attacks, each opponent loses 1 life and you gain 1 life.
{1}{B}, Exile an instant or sorcery card from your graveyard: Return this card from your graveyard to the battlefield.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raucous Theater

Land -- Swamp Mountain

({T}: Add {B} or {R}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restless Vents

Land

This land enters tapped.
{T}: Add {B} or {R}.
{1}{B}{R}: Until end of turn, this land becomes a 2/3 black and red Insect creature with menace. It's still a land.
Whenever this land attacks, you may discard a card. If you do, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Searslicer Goblin {1}{R}

Creature -- Goblin Warrior

Raid -- At the beginning of your end step, if you attacked this turn, create a 1/1 red Goblin creature token.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sephiroth, Fabled SOLDIER

Card

- - - OTHER FACE - - -

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Card

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Card

- - - OTHER FACE - - -

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Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snarling Gorehound {B}

Creature -- Dog

Menace
Whenever another creature you control with power 2 or less enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Dog

Menace
Whenever another creature you control with power 2 or less enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Malice

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 {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped.
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{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tithing Blade {1}{B}

Artifact

When this artifact enters, each opponent sacrifices a creature of their choice.
Craft with creature {4}{B} ({4}{B}, Exile this artifact, Exile a creature you control or a creature card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)

- - - BACK FACE - - -

Consuming Sepulcher

Artifact

At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this artifact enters, each opponent sacrifices a creature of their choice.
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- - - BACK FACE - - -

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this artifact enters, each opponent sacrifices a creature of their choice.
Craft with creature {4}{B} ({4}{B}, Exile this artifact, Exile a creature you control or a creature card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)

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Worthy Cost {B}

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Infernal Vessel {2}{B}

Creature -- Human Cleric

When this creature dies, if it wasn't a Demon, return it to the battlefield under its owner's control with two +1/+1 counters on it. It's a Demon in addition to its other types.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Massacre Wurm {3}{B}{B}{B}

Creature -- Phyrexian Wurm

When this creature enters, creatures your opponents control get -2/-2 until end of turn.
Whenever a creature an opponent controls dies, that player loses 2 life.

[sideboard]

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Momentum Breaker {1}{B}

Enchantment

Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)
When this enchantment enters, each opponent sacrifices a creature or Vehicle of their choice. Each opponent who can't discards a card.
{2}, Sacrifice this enchantment: You gain life equal to your speed.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl 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

Painful Quandary {3}{B}{B}

Enchantment

Whenever an opponent casts a spell, that player loses 5 life unless they discard a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rakdos, Patron of Chaos {4}{B}{R}

Legendary Creature -- Demon

Flying, trample
At the beginning of your end step, target opponent may sacrifice two nonland, nontoken permanents of their choice. If they don't, you draw two cards.

[sideboard]

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sandman's Quicksand {1}{B}{B}

Sorcery

Mayhem {3}{B} (You may cast this card from your graveyard for {3}{B} if you discarded it this turn. Timing rules still apply.)
All creatures get -2/-2 until end of turn. If this spell's mayhem cost was paid, creatures your opponents control get -2/-2 until end of turn instead.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Witch's Vanity {1}{B}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Destroy target creature an opponent controls with mana value 2 or less.
II -- Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
III -- Create a Wicked Role token attached to target creature you control.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sideboard]

1/1

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Vengeful Bloodwitch 1B

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[sideboard]

1/1

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