Bandit's Talent {1}{B}

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
When this Class enters, each opponent discards two cards unless they discard a nonland card.
{B}: Level 2
At the beginning of each opponent's upkeep, if that player has one or fewer cards in hand, they lose 2 life.
{3}{B}: Level 3
At the beginning of your draw step, draw an additional card for each opponent who has one or fewer cards in hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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At the beginning of your draw step, draw an additional card for each opponent who has one or fewer cards in hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blackmail {B}

Sorcery

Target player reveals three cards from their hand and you choose one of them. That player discards that card.

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Cornered by Black Mages {1}{B}{B}

Sorcery

Target opponent sacrifices a creature of their choice.
Create a 0/1 black Wizard creature token with "Whenever you cast a noncreature spell, this token deals 1 damage to each opponent."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Davriel, Rogue Shadowmage {2}{B}

Legendary Planeswalker -- Davriel

At the beginning of each opponent's upkeep, if that player has one or fewer cards in hand, Davriel deals 2 damage to them.
[-1]: Target player discards a card.

L 3

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L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hive of the Eye Tyrant

Land

If you control two or more other lands, this land enters tapped.
{T}: Add {B}.
{3}{B}: Until end of turn, this land becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hymn to Tourach {B}{B}

Sorcery

Target player discards two cards at random.

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Innocent Blood {B}

Sorcery

Each player sacrifices a creature of their choice.

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Sorcery

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inquisition of Kozilek {B}

Sorcery

Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

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Liliana of the Veil {1}{B}{B}

Legendary Planeswalker -- Liliana

[+1]: Each player discards a card.
[-2]: Target player sacrifices a creature.
[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mazemind Tome {2}

Artifact -- Book

{T}, Put a page counter on this artifact: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{2}, {T}, Put a page counter on this artifact: Draw a card.
When there are four or more page counters on this artifact, exile it. If you do, you gain 4 life.

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Mishra's Factory

Land

{T}: Add {C}.
{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.
{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mishra's Factory

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{T}: Add {C}.
{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.
{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raven's Crime (B)

Sorcery

Target player discards a card.
Retrace (You may cast this card from your graveyard by discarding a land card in addition to paying its other costs.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shrieking Affliction (B)

Enchantment

At the beginning of each opponent's upkeep, if that player has one or fewer cards in hand, they lose 3 life.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smallpox {B}{B}

Sorcery

Each player loses 1 life, discards a card, sacrifices a creature of their choice, then sacrifices a land of their choice.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smallpox {B}{B}

Sorcery

Each player loses 1 life, discards a card, sacrifices a creature of their choice, then sacrifices a land of their choice.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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The Rack {1}

Artifact

As this artifact enters, choose an opponent.
At the beginning of the chosen player's upkeep, this artifact deals X damage to that player, where X is 3 minus the number of cards in their hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Bontu's Last Reckoning {1}{B}{B}

Sorcery

Destroy all creatures. Lands you control don't untap during your next untap step.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

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Sorcery

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cling to Dust {B}

Instant

Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card.
Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deep-Cavern Bat {1}{B}

Creature -- Bat

Flying, lifelink
When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deep-Cavern Bat {1}{B}

Creature -- Bat

Flying, lifelink
When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Feed the Swarm {1}{B}

Sorcery

Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Go Blank {2}{B}

Sorcery

Target player discards two cards. Then exile that player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Go Blank {2}{B}

Sorcery

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[sideboard]

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Reckoner Bankbuster (2)

Artifact -- Vehicle

This Vehicle enters with three charge counters on it.
{2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater."
Crew 3

[sideboard]

4/4

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Crew 3

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wrench Mind (B)(B)

Sorcery

Target player discards two cards unless they discard an artifact card.

[sideboard]

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