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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This creature can't block.
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Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boggart Trawler {2}{B}

Creature -- Goblin

When this creature enters, exile target player's graveyard.

3/1

- - - BACK FACE - - -

Boggart Bog

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bone Shards {B}

Sorcery

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

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Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cabal Therapy {B}

Sorcery

Choose a nonland card name. Target player reveals their hand and discards all cards with that name.
Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Triumph {4}{B}

Instant

If you control a Swamp, you may sacrifice a creature rather than pay this spell's mana cost.
Creatures you control get +2/+0 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eumidian Hatchery

Land

{T}, Pay 1 life: Add {B}. Put a hatchling counter on this land.
When this land is put into a graveyard from the battlefield, for each hatchling counter on it, create a 1/1 black Insect creature token with flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Dreamthief (B)

Creature -- Faerie Warlock

Flying
When this creature enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
{2}{B}, Exile this card from your graveyard: You draw a card and you lose 1 life.

1/1

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When this creature enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gnawing Vermin (B)

Creature -- Rat

When this creature enters, target player mills two cards.
When this creature dies, target creature you don't control gets -1/-1 until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Hogaak, Arisen Necropolis (5)(B/G)(B/G)

Legendary Creature -- Avatar

You can't spend mana to cast this spell.
Convoke, delve (Each creature you tap while casting this spell pays for {1} or one mana of that creature's color. Each card you exile from your graveyard pays for {1}.)
You may cast this card from your graveyard.
Trample

8/8

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Trample

8/8

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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Lluwen, Imperfect Naturalist {B/G}{B/G}

Legendary Creature -- Elf Druid

When Lluwen enters, mill four cards, then you may put a creature or land card from among the milled cards on top of your library.
{2}{B/G}{B/G}{B/G}, {T}, Discard a land card: Create a 1/1 black and green Worm creature token for each land card in your graveyard.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Qarsi Revenant {1}{B}{B}

Creature -- Vampire

Flying, deathtouch, lifelink
Renew -- {2}{B}, Exile this card from your graveyard: Put a flying counter, a deathtouch counter, and a lifelink counter on target creature. Activate only as a sorcery.

3/3

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}

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Souls of the Lost {1}{B}

Creature -- Spirit

As an additional cost to cast this spell, discard a card or sacrifice a permanent.
Fathomless descent -- Souls of the Lost's power is equal to the number of permanent cards in your graveyard and its toughness is equal to that number plus 1.

***/*+1**

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Timeline Culler {B}{B}

Creature -- Drix Warlock

Haste
You may cast this card from your graveyard using its warp ability. Warp--{B}, Pay 2 life. (You may cast this card from your hand or graveyard for its warp cost. If you do, 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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Undead Butler {1}{B}

Creature -- Zombie

When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.)
When this creature dies, you may exile it. When you do, return target creature card from your graveyard to your hand.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Collective Brutality {1}{B}

Sorcery

Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.)
Choose one or more --
* Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card.
* Target creature gets -2/-2 until end of turn.
* Target opponent loses 2 life and you gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darkblast {B}

Instant

Target creature gets -1/-1 until end of turn.
Dredge 3 (If you would draw a card, you may mill three cards instead. If you do, return this card from your graveyard to your hand.)

[sideboard]

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Dredge 3 (If you would draw a card, you may mill three cards instead. If you do, return this card from your graveyard to your hand.)

[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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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

Huskburster Swarm {7}{B}

Creature -- Elemental Insect

This spell costs {1} less to cast for each creature card you own in exile and in your graveyard.
Menace, deathtouch

[sideboard]

6/6

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[sideboard]

6/6

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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Shredder's Technique (2)(B)

Sorcery

Sneak {B} (You may cast this spell for {B} if you also return an unblocked attacker you control to hand during the declare blockers step.)
Destroy target creature or enchantment. If an enchantment was destroyed this way, you lose 2 life.

[sideboard]

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