Aether Vial — 1

Artifact

At the beginning of your upkeep, you may put a charge counter on this artifact.
{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Angrath, Captain of Chaos — 2 B/R B/R

Legendary Planeswalker -- Angrath

Creatures you control have menace.
[-2]: Amass Zombies 2. (Put two +1/+1 counters on an Army you control. It's also a Zombie. If you don't control an Army, create a 0/0 black Zombie Army creature token first.)

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bedevil — B B R

Instant

Destroy target artifact, creature, or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Blightstep Pathway

Land

{T}: Add {B}.

- - - BACK FACE - - -

Searstep Pathway

Land

{T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - scrumdog - Modern ($5K RCQ - Modern - SCG CON Baltimore - Saturday - 9:30 sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Blightstep Pathway

Land

{T}: Add {B}.

- - - BACK FACE - - -

Searstep Pathway

Land

{T}: Add {R}.

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.

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As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dragonskull Summit

Land

This land enters tapped unless you control a Swamp or a Mountain.
{T}: Add {B} or {R}.

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Playtest cards - scrumdog - Modern ($5K RCQ - Modern - SCG CON Baltimore - Saturday - 9:30 sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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Dragonskull Summit

Land

This land enters tapped unless you control a Swamp or a Mountain.
{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dreadhorde Butcher {B}{R}

Creature -- Zombie Warrior

Haste
Whenever this creature deals combat damage to a player or planeswalker, put a +1/+1 counter on this creature.
When this creature dies, it deals damage equal to its power to any target.

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Electrodominance {X}{R}{R}

Instant

Electrodominance deals X damage to any target. You may cast a spell with mana value X or less from your hand without paying its mana cost.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Electrodominance {X}{R}{R}

Instant

Electrodominance deals X damage to any target. You may cast a spell with mana value X or less from your hand without paying its mana cost.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Harness the Storm {2}{R}

Enchantment

Whenever you cast an instant or sorcery spell from your hand, you may cast target card with the same name as that spell from your graveyard. (You still pay its costs.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Increasing Vengeance {R}{R}

Instant

Copy target instant or sorcery spell you control. If this spell was cast from a graveyard, copy that spell twice instead. You may choose new targets for the copies.
Flashback {3}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Labyrinth Raptor {B}{R}

Creature -- Nightmare Dinosaur

Menace
Whenever a creature you control with menace becomes blocked, defending player sacrifices a creature of their choice that's blocking it.
{B}{R}: Creatures you control with menace get +1/+0 until end of turn.

2/2

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Bolt {R}

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Neheb, Dreadhorde Champion (2)(R)(R)

Legendary Creature -- Zombie Minotaur Warrior

Trample
Whenever Neheb deals combat damage to a player or planeswalker, you may discard any number of cards. If you do, draw that many cards and add that much {R}. Until end of turn, you don't lose this mana as steps and phases end.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyromancer Ascension (1)(R)

Enchantment

Whenever you cast an instant or sorcery spell that has the same name as a card in your graveyard, you may put a quest counter on this enchantment.
Whenever you cast an instant or sorcery spell while this enchantment has two or more quest counters on it, you may copy that spell. You may choose new targets for the copy.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Risk Factor (2)(R)

Instant

Target opponent may have Risk Factor deal 4 damage to them. If that player doesn't, you draw three cards.
Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Runaway Steam-Kin (1)(R)

Creature -- Elemental

Whenever you cast a red spell, if this creature has fewer than three +1/+1 counters on it, put a +1/+1 counter on this creature.
Remove three +1/+1 counters from this creature: Add {R}{R}{R}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Remove three +1/+1 counters from this creature: Add {R}{R}{R}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Searing Blood (R)(R)

Instant

Searing Blood deals 2 damage to target creature. When that creature dies this turn, Searing Blood deals 3 damage to the creature's controller.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Fire Crystal {2}{R}{R}

Legendary Artifact

Red spells you cast cost {1} less to cast.
Creatures you control have haste.
{4}{R}{R}, {T}: Create a token that's a copy of target creature you control. Sacrifice it at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Vexing Devil (R)

Creature -- Devil

When this creature enters, any opponent may have it deal 4 damage to them. If a player does, sacrifice this creature.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vexing Devil (R)

Creature -- Devil

When this creature enters, any opponent may have it deal 4 damage to them. If a player does, sacrifice this creature.

4/3

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4/3

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Vexing Devil (R)

Creature -- Devil

When this creature enters, any opponent may have it deal 4 damage to them. If a player does, sacrifice this creature.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Moon (2)(R)

Enchantment

Nonbasic lands are Mountains.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Captive Audience (5)(B)(R)

Enchantment

This enchantment enters under the control of an opponent of your choice.
At the beginning of your upkeep, choose one that hasn't been chosen
--
* Your life total becomes 4.
* Discard your hand.
* Each opponent creates five 2/2 black Zombie creature tokens.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dual Casting (1)(R)

Enchantment -- Aura

Enchant creature
Enchanted creature has "{R}, {T}: Copy target instant or sorcery spell you control. You may choose new targets for the copy."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dual Casting (1)(R)

Enchantment -- Aura

Enchant creature
Enchanted creature has "{R}, {T}: Copy target instant or sorcery spell you control. You may choose new targets for the copy."

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Duress {B}

Sorcery

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

Fateful Showdown {2}{R}{R}

Instant

Fateful Showdown deals damage to any target equal to the number of cards in your hand. Discard all the cards in your hand, then draw that many cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fateful Showdown {2}{R}{R}

Instant

Fateful Showdown deals damage to any target equal to the number of cards in your hand. Discard all the cards in your hand, then draw that many cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fulminator Mage {1}{B/R}{B/R}

Creature -- Elemental Shaman

Sacrifice this creature: Destroy target nonbasic land.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Havoc Festival {4}{B}{R}

Enchantment

Players can't gain life.
At the beginning of each player's upkeep, that player loses half their life, rounded up.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Master of Cruelties {3}{B}{R}

Creature -- Demon

First strike, deathtouch
This creature can only attack alone.
Whenever this creature attacks a player and isn't blocked, that player's life total becomes 1. This creature assigns no combat damage this combat.

[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rakdos, the Showstopper {4}{B}{R}

Legendary Creature -- Demon

Flying, trample
When Rakdos enters, flip a coin for each creature that isn't a Demon, Devil, or Imp. Destroy each creature whose coin comes up tails.

[sideboard]

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skewer the Critics {2}{R}

Sorcery

Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)
Skewer the Critics deals 3 damage to any target.

[sideboard]

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Skewer the Critics 2R

Sorcery

Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)
Skewer the Critics deals 3 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skewer the Critics 2R

Sorcery

Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)
Skewer the Critics deals 3 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Widespread Brutality 1BRR

Sorcery

Amass Zombies 2, then the Army you amassed deals damage equal to its power to each non-Army creature. (To amass Zombies 2, put two +1/+1 counters on an Army you control. It's also a Zombie. If you don't control an Army, create a 0/0 black Zombie Army creature token first.)

[sideboard]

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