Audacious Thief {2}{B}

Creature -- Human Rogue

Whenever this creature attacks, you draw a card and you lose 1 life.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Beckoning {B}

Sorcery

Kicker {3} (You may pay an additional {3} as you cast this spell.)
Return target creature card from your graveyard to your hand. If this spell was kicked, instead return two target creature cards from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodflow Connoisseur {2}{B}

Creature -- Vampire

Sacrifice a creature: Put a +1/+1 counter on this creature.

1/1

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Creature -- Vampire

Sacrifice a creature: Put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Captain's Call {3}{W}

Sorcery

Create three 1/1 white Soldier creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cartel Aristocrat {W}{B}

Creature -- Human Advisor

Sacrifice another creature: This creature gains protection from the color of your choice until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cast Away Doubt {2}{B}

Sorcery

Draw two cards. Cast Away Doubt deals 2 damage to each player.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Congregate {3}{W}

Instant

Target player gains 2 life for each creature on the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Cost of Brilliance {2}{B}

Sorcery

Target player draws two cards and loses 2 life. Put a +1/+1 counter on up to one target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Culling the Weak {B}

Instant

As an additional cost to cast this spell, sacrifice a creature.
Add {B}{B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dig Up the Body {2}{B}

Instant

Casualty 1 (As you cast this spell, you may sacrifice a creature with power 1 or greater. When you do, copy this spell.)
Mill two cards, then you may return a creature card from your graveyard to your hand. (To mill a card, put the top card of your library into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dragonback Lancer {3}{W}

Creature -- Human Soldier

Flying
Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eaten Alive {B}

Sorcery

As an additional cost to cast this spell, sacrifice a creature or pay {3}{B}.
Exile target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fisk Tower

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fleeting Flight {W}

Instant

Put a +1/+1 counter on target creature. It gains flying until end of turn. Prevent all combat damage that would be dealt to it this turn.

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Gather the Townsfolk {1}{W}

Sorcery

Create two 1/1 white Human creature tokens.
Fateful hour -- If you have 5 or less life, create five of those tokens instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Fateful hour -- If you have 5 or less life, create five of those tokens instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Maximum Overdrive {1}{B}

Instant

Put a +1/+1 counter on target creature. It gains deathtouch and indestructible until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mirkwood Bats {3}{B}

Creature -- Bat

Flying
Whenever you create or sacrifice a token, each opponent loses 1 life.

2/3

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Whenever you create or sacrifice a token, each opponent loses 1 life.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Moment of Glory {W}

Sorcery

Put a +1/+1 counter on target creature you control. If this spell was cast from a graveyard, also put a +1/+1 counter on each other creature you control.
Flashback {4}{W} (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

Moonglove Extractor {2}{B}

Creature -- Elf Warlock

Whenever this creature attacks, you draw a card and lose 1 life.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Murmuring Volume {3}

Artifact -- Book

{T}: Add one mana of any color.
{2}, {T}, Discard a card: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nadier's Nightblade {2}{B}

Creature -- Elf Warrior

Whenever a token you control leaves the battlefield, each opponent loses 1 life and you gain 1 life.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Elf Warrior

Whenever a token you control leaves the battlefield, each opponent loses 1 life and you gain 1 life.

1/3

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1/3

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

Nightblade Brigade {2}{B}

Creature -- Goblin Soldier

Deathtouch
Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.)
When this creature enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

1/3

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Nightblade Brigade (2)(B)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.)

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Night's Whisper (1)(B)

Sorcery

You draw two cards and lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Night's Whisper (1)(B)

Sorcery

You draw two cards and lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scoured Barrens

Land

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sign in Blood {B}{B}

Sorcery

Target player draws two cards and loses 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silumgar Scavenger {4}{B}

Creature -- Zombie Bird

Flying
Exploit (When this creature enters, you may sacrifice a creature.)
Whenever another creature you control dies, put a +1/+1 counter on this creature. It gains haste until end of turn if it exploited that creature.

2/3

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Surgical Precision {1}{W}

Sorcery

Choose one --
* Destroy target creature with toughness 4 or greater. You gain 1 life.
* You draw a card and gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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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Thieves' Tools {1}{B}

Artifact -- Equipment

When this Equipment enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
Equipped creature can't be blocked as long as its power is 3 or less.
Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unbounded Potential {1}{W}

Instant

Choose one --
* Put a +1/+1 counter on each of up to two target creatures.
* Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)
Entwine {3}{W} (Choose both if you pay the entwine cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undercity Scrounger {2}{B}

Artifact Creature -- Human Rogue

{T}: Create a Treasure token. Activate only if a creature died this turn. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undying Malice {B}

Instant

Until end of turn, target creature gains "When this creature dies, return it to the battlefield tapped under its owner's control with a +1/+1 counter on it."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Viscera Seer {B}

Creature -- Vampire Wizard

Sacrifice a creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Witch's Cottage

Land -- Swamp

({T}: Add {B}.)
This land enters tapped unless you control three or more other Swamps.
When this land enters untapped, you may put target creature card from your graveyard on top of your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Alesha's Legacy {1}{B}

Instant

Target creature you control gains deathtouch and indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

[sideboard]

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Blessed Defiance {W}

Instant

Target creature you control gets +2/+0 and gains lifelink until end of turn. When that creature dies this turn, create a 1/1 white Spirit creature token with flying.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Bairn {2}{B}

Creature -- Vampire

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

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fake Your Own Death {1}{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 and you create a Treasure token." (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

[sideboard]

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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 and you create a Treasure token." (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fleeting Flight {W}

Instant

Put a +1/+1 counter on target creature. It gains flying until end of turn. Prevent all combat damage that would be dealt to it this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lunarch Mantle {1}{W}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +2/+2 and has "{1}, Sacrifice a permanent: This creature gains flying until end of turn."

[sideboard]

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Enchantment -- Aura

Enchant creature
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Vivisector {1}{B}

Creature -- Phyrexian Human

Whenever a creature you control dies, scry 1. (Look at the top card of your library. You may put that card on the bottom.)

[sideboard]

2/2

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Ride's End {4}{W}

Instant

This spell costs {3} less to cast if it targets a tapped permanent.
Exile target creature or Vehicle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul-Guide Lantern {1}

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

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