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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodstained Mire

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Buried Alive

2 B

Sorcery

Search your library for up to three creature cards, put them into your graveyard, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - aspiringspike - Modern v3 Group F7ACED (Stitcher's Supplier, Flare of Mal sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Carrion Feeder (B)

Creature -- Zombie

This creature can't block.
Sacrifice a creature: Put a +1/+1 counter on this creature.

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darklight Phoenix (3)(B)

Creature -- Phoenix

Flying, haste
At the beginning of combat on your turn, if two or more creatures died this turn, return this card from your graveyard to the battlefield.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - aspiringspike - Modern v3 Group F7ACED (Stitcher's Supplier, Flare of Mal sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Matter Manipulator (B)

Creature -- Human Warlock

When this creature enters, mill three cards.
This creature gets +2/+0 for every seven cards in your graveyard.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eyetwitch (B)

Creature -- Eye Bat

Flying
When this creature dies, learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - aspiringspike - Modern v3 Group F7ACED (Stitcher's Supplier, Flare of Mal sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flare of Malice (2)(B)(B)

Instant

You may sacrifice a nontoken black creature rather than pay this spell's mana cost.
Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overgrown Tomb

Land -- Swamp Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - aspiringspike - Modern v3 Group F7ACED (Stitcher's Supplier, Flare of Mal sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Tower

Legendary Land

{T}: Add {C}.
{T}, Sacrifice a creature: Add {B}{B}.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spymaster's Vault

Land

This land enters tapped unless you control a Swamp.
{T}: Add {B}.
{B}, {T}: Target creature you control connives X, where X is the number of creatures that died this turn. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.)

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Playtest cards - aspiringspike - Modern v3 Group F7ACED (Stitcher's Supplier, Flare of Mal sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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Playtest cards - aspiringspike - Modern v3 Group F7ACED (Stitcher's Supplier, Flare of Mal sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underground Mortuary

Land -- Swamp Forest

({T}: Add {B} or {G}.)
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

Vengevine (2)(G)(G)

Creature -- Elemental

Haste
Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return this card from your graveyard to the battlefield.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - aspiringspike - Modern v3 Group F7ACED (Stitcher's Supplier, Flare of Mal sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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{2}{G}{G}

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4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{2}{G}{G}

Creature -- Elemental

Haste
Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return this card from your graveyard to the battlefield.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Verdant Catacombs

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Culling Ritual

{2}{B}{G}

Sorcery

Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Playtest cards - aspiringspike - Modern v3 Group F7ACED (Stitcher's Supplier, Flare of Mal sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Dai Li Indoctrination (1)(B)

Sorcery -- Lesson

Choose one --
* Target opponent reveals their hand. You choose a nonland permanent card from it. That player discards that card.
* Earthbend 2. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Decorum Dissertation (3)(B)(B)

Sorcery -- Lesson

Target player draws two cards and loses 2 life.
Paradigm (Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Origin of Metalbending (1)(G)

Instant -- Lesson

Choose one --
* Destroy target artifact or enchantment.
* Put a +1/+1 counter on target creature you control. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ozai's Cruelty (2)(B)

Sorcery -- Lesson

Ozai's Cruelty deals 2 damage to target player. That player discards two cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ruinous Waterbending (1)(B)(B)

Sorcery -- Lesson

As an additional cost to cast this spell, you may waterbend {4}. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.)
All creatures get -2/-2 until end of turn. If this spell's additional cost was paid, whenever a creature dies this turn, you gain 1 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thoughtseize (B)

Sorcery

Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thoughtseize (B)

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - aspiringspike - Modern v3 Group F7ACED (Stitcher's Supplier, Flare of Mal sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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Thoughtseize (B)

Sorcery

Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Witherbloom Charm (B)(G)

Instant

Choose one --
* You may sacrifice a permanent. If you do, draw two cards.
* You gain 5 life.
* Destroy target nonland permanent with mana value 2 or less.

[sideboard]

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