

1 B

As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.

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3 B

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

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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

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3/2

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④ U/B U/B

When this creature enters, if {U}{U} was spent to cast it, return up to one other target nonland permanent to its owner's hand.

When this creature enters, if {B}{B} was spent to cast it, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.

Evoked {U/B}{U/B}

5/5

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④ U/B U/E

When this creature enters, if {U}{U} was spent to cast it, return up to one other target nonland permanent to its owner's hand.

When this creature enters, if {B}{B} was spent to cast it, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.

Invoke {U/B}{U/B}

5/5

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<div><div>Deceit</div><div><div>4</div><div>U/B</div><div>U/B</div></div><div>Creature -- Elemental Incarnation</div><div>When this creature enters, if {U}{U} was spent to cast it, return up to one other target nonland permanent to its owner's hand. When this creature enters, if {B}{B} was spent to cast it, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Evoke {U/B}{U/B}</div><div><div>5/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Deceit</div><div><div>4</div><div>U/B</div><div>U/B</div></div><div>Creature -- Elemental Incarnation</div><div>When this creature enters, if {U}{U} was spent to cast it, return up to one other target nonland permanent to its owner's hand. When this creature enters, if {B}{B} was spent to cast it, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Evoke {U/B}{U/B}</div><div><div>5/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Final Vengeance</div><div><div>B</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice a creature or enchantment. Exile target creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Final Vengeance</div><div><div>B</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice a creature or enchantment. Exile target creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Gloomlake Verge</div><div>Land</div><div>{T}: Add {U}. {T}: Add {B}. Activate only if you control an Island or a Swamp.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Gloomlake Verge</div><div>Land</div><div>{T}: Add {U}. {T}: Add {B}. Activate only if you control an Island or a Swamp.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Gloomlake Verge</div><div>Land</div><div>{T}: Add {U}. {T}: Add {B}. Activate only if you control an Island or a Swamp.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Gloomlake Verge</div><div>Land</div><div>{T}: Add {U}. {T}: Add {B}. Activate only if you control an Island or a Swamp.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Greedy Freebooter</div><div><div>B</div></div></div><div><div>Creature -- Human Pirate</div><div>When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</div><div><div>1/1</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Greedy Freebooter</div><div><div>B</div></div></div><div><div>Creature -- Human Pirate</div><div>When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</div><div><div>1/1</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Hidden Lair</div></div><div><div>Land</div><div>{T}: Add {C}. {T}: Add {U} or {B}. Activate only if this land entered this turn or if you control a basic land.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Hidden Lair</div></div><div><div>Land</div><div>{T}: Add {C}. {T}: Add {U} or {B}. Activate only if this land entered this turn or if you control a basic land.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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Island

Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

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Island

Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

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Liliana the Repentant ①(B)

Legendary Creature -- Human Warlock

Whenever another creature or planeswalker you control enters, mill two cards.

Exhaust -- {5}{B}: Return target creature or planeswalker card from your graveyard to the battlefield. Put a +1/+1 counter on Liliana. Activate only as a sorcery. (Activate each exhaust ability only once.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Liliana the Repentant (1)(B)

Legendary Creature -- Human Warlock

Whenever another creature or planeswalker you control enters, mill two cards.

Exhaust -- {5}{B}: Return target creature or planeswalker card from your graveyard to the battlefield. Put a +1/+1 counter on Liliana. Activate only as a sorcery.

(Activate each exhaust ability only once.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nezumi Linkbreaker (B)

Creature -- Rat Warlock

When this creature dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

1/1

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Nezumi Linkbreaker B

Creature -- Rat Warlock

When this creature dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Requiting Hex

Instant

As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.

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Requiting Hex (B)

Instant

As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)
Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.

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Seasoned Cryomancer ①①①① Creature -- Human Wizard When this creature enters, draw two cards, then discard two cards. When you discard one or more nonland cards this way, tap up to that many target creatures and put a stun counter on each of them. {3}{U}{U}, Exile this card from your graveyard: Draw two cards. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seasoned Cryomancer ①①①① Creature -- Human Wizard When this creature enters, draw two cards, then discard two cards. When you discard one or more nonland cards this way, tap up to that many target creatures and put a stun counter on each of them. {3}{U}{U}, Exile this card from your graveyard: Draw two cards. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seasoned Cryomancer ①①①① Creature -- Human Wizard When this creature enters, draw two cards, then discard two cards. When you discard one or more nonland cards this way, tap up to that many target creatures and put a stun counter on each of them. {3}{U}{U}, Exile this card from your graveyard: Draw two cards. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sphinx of False Conclusions ②①①① Creature -- Sphinx Illusion Flash Flying Whenever this creature attacks, draw a card, then discard a card. When this creature dies, if it isn't a token, create a token that's a copy of it. <div>4/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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<div><div><div>Theorix Charm</div><div><div>U</div><div>B</div></div></div><div><div>Instant</div><div>Choose one -- * Counter target noncreature spell unless its controller pays {2}. * Target creature gets -2/-2 until end of turn. * Mill three cards, then draw a card. (To mill three cards, put the top three cards of your library into your graveyard.)</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>The Sibsig Ceremony</div><div><div>B</div><div>B</div><div>B</div></div></div><div><div>Legendary Enchantment</div><div>Creature spells you cast cost {2} less to cast. Whenever a creature you control enters, if you cast it, destroy that creature, then create a 2/2 black Zombie Druid creature token.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>The Sibsig Ceremony</div><div><div>B</div><div>B</div><div>B</div></div></div><div><div>Legendary Enchantment</div><div>Creature spells you cast cost {2} less to cast. Whenever a creature you control enters, if you cast it, destroy that creature, then create a 2/2 black Zombie Druid creature token.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>The Sibsig Ceremony</div><div><div>B</div><div>B</div><div>B</div></div></div><div><div>Legendary Enchantment</div><div>Creature spells you cast cost {2} less to cast. Whenever a creature you control enters, if you cast it, destroy that creature, then create a 2/2 black Zombie Druid creature token.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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Watery Grave

Land -- Island Swamp

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

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Land -- Island Swamp

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

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Winter, Tormented Loner (2)(B)

Legendary Creature -- Human Warlock

When Winter enters, you may sacrifice a creature or planeswalker. When you do, each opponent sacrifices a creature of their choice.

Winter gets +1/+0 for each creature and planeswalker card in your graveyard.

0/3

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Winter, Tormented Loner (2)(B)

Legendary Creature -- Human Warlock

When Winter enters, you may sacrifice a creature or planeswalker. When you do, each opponent sacrifices a creature of their choice. Winter gets +1/+0 for each creature and planeswalker card in your graveyard.

0/3

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Deadly Cover-Up (3)(B)(B)

Sorcery

As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

[sideboard]

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Deadly Cover-Up (3)(B)(B)

Sorcery

As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

[sideboard]

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Disdainful Stroke (1)(U)

Instant

Counter target spell with mana value 4 or greater.

[sideboard]

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Disdainful Stroke (1)(U)

Instant

Counter target spell with mana value
4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Requiting Hex

B

Instant

As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)
Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.

[sideboard]

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Strategic Betrayal

1B

Sorcery

Target opponent exiles a creature they control and their graveyard.

[sideboard]

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Strategic Betrayal

1B

Sorcery

Target opponent exiles a creature they control and their graveyard.

[sideboard]

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Strategic Betrayal

1B

Sorcery

Target opponent exiles a creature they control and their graveyard.

[sideboard]

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