Bitter Triumph {1}{B}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Case of the Stashed Skeleton {1}{B}

Enchantment -- Case

When this Case enters, create a 2/1 black Skeleton creature token and suspect it. (It has menace and can't block.)
To solve -- You control no suspected Skeletons. (If unsolved, solve at the beginning of your end step.)
Solved -- {1}{B}, Sacrifice this Case: Search your library for a card, put it into your hand, then shuffle. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Corpses of the Lost {2}{B}

Enchantment

Skeletons you control get +1/+0 and have haste.
When this enchantment enters, create a 2/2 black Skeleton Pirate creature token.
At the beginning of your end step, if you descended this turn, you may pay 1 life. If you do, return this enchantment to its owner's hand.
(You descended if a permanent card was put into your graveyard from anywhere.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Day of Black Sun {X}{B}{B}

Sorcery

Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures.

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Day of Black Sun {X}{B}{B}

Sorcery

Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures.

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.

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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.

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Elegy Acolyte {2}{B}{B}

Creature -- Human Cleric

Lifelink
Whenever one or more creatures you control deal combat damage to a player, you draw a card and lose 1 life.
Void -- At the beginning of your end step, if a nonland permanent left the battlefield this turn or a spell was warped this turn, create a 2/2 colorless Robot artifact creature token.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forsaken Miner {B}

Creature -- Skeleton Rogue

This creature can't block.
Whenever you commit a crime, you may pay {B}. If you do, return this card from your graveyard to the battlefield. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

2/2

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gollum, Riddle Master {1}{B}

Legendary Creature -- Halfling Horror

As Gollum enters, choose odd or even. (Zero is even.)
Whenever an opponent casts a spell with mana value of the chosen quality, choose one that hasn't been chosen --
* Put a +1/+1 counter on Gollum.
* Each opponent loses 2 life and you gain 2 life.
* Draw a card.

3/1

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3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gollum the Abandoned {1}{B}

Legendary Creature -- Halfling Horror

Gollum can't block.
When Gollum enters, exile up to one target card from an opponent's graveyard. Each opponent loses 2 life.
{2}, Sacrifice an artifact or creature: Return this card from your graveyard to your hand. Activate only as a sorcery.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Iridescent Vinelasher {B}

Creature -- Lizard Assassin

Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)
Landfall -- Whenever a land you control enters, this creature deals 1 damage to target opponent.

1/2

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Lord Skitter, Sewer King 2B

Legendary Creature -- Rat Noble

Whenever another Rat you control enters, exile up to one target card from an opponent's graveyard.
At the beginning of combat on your turn, create a 1/1 black Rat creature token with "This token can't block."

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Realm of Koh

Land

This land enters tapped unless you control a basic land.
{T}: Add {B}.
{3}{B}, {T}: Create a 1/1 colorless Spirit creature token with "This token can't block or be blocked by non-Spirit creatures."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped unless you control a basic land.
{T}: Add {B}.
{3}{B}, {T}: Create a 1/1 colorless Spirit creature token with "This token can't block or be blocked by non-Spirit creatures."

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soulstone Sanctuary

Land

{T}: Add {C}.
{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.

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Strategic Betrayal 1B

Sorcery

Target opponent exiles a creature they control and their graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Target opponent exiles a creature they control and their graveyard.

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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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Playtest cards - ?, ?? - Standard v3 Group AC15E9 (Gollum the Abandoned, Tinybones, the Pi sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Drix Warlock

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tinybones, the Pickpocket {B}

Legendary Creature -- Skeleton Rogue

Deathtouch
Whenever Tinybones deals combat damage to a player, you may cast target nonland permanent card from that player's graveyard, and mana of any type can be spent to cast that spell.

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torpor Orb {2}

Artifact

Creatures entering don't cause abilities to trigger.

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Creatures entering don't cause abilities to trigger.

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Corpses of the Lost {2}{B}

Enchantment

Skeletons you control get +1/+0 and have haste.
When this enchantment enters, create a 2/2 black Skeleton Pirate creature token.
At the beginning of your end step, if you descended this turn, you may pay 1 life. If you do, return this enchantment to its owner's hand.
(You descended if a permanent card was put into your graveyard from anywhere.)

[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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elegy Acolyte {2}{B}{B}

Creature -- Human Cleric

Lifelink
Whenever one or more creatures you control deal combat damage to a player, you draw a card and lose 1 life.
Void -- At the beginning of your end step, if a nonland permanent left the battlefield this turn or a spell was warped this turn, create a 2/2 colorless Robot artifact creature token.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gollum the Abandoned {1}{B}

Legendary Creature -- Halfling Horror

Gollum can't block.
When Gollum enters, exile up to one target card from an opponent's graveyard. Each opponent loses 2 life.
{2}, Sacrifice an artifact or creature: Return this card from your graveyard to your hand. Activate only as a sorcery.

[sideboard]

2/2

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Karn, Argent Defender (2)

Legendary Artifact Creature -- Golem

Artifacts and creatures entering the battlefield don't cause abilities to trigger.

[sideboard]

1/3

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Legendary Artifact Creature -- Golem

Artifacts and creatures entering the battlefield don't cause abilities to trigger.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lich's Relic (B)

Artifact -- Equipment

When this Equipment enters, you may pay {2}. When you do, for each opponent, destroy up to one target creature or planeswalker that player controls.
Equipped creature gets +2/+1.
Equip {2}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mai, Scornful Striker (1)(B)

Legendary Creature -- Human Noble Ally

First strike
Whenever a player casts a noncreature spell, they lose 2 life.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mai, Scornful Striker (1)(B)

Legendary Creature -- Human Noble Ally

First strike
Whenever a player casts a noncreature spell, they lose 2 life.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Morlun, Devourer of Spiders (X)(B)(B)

Legendary Creature -- Vampire Villain

Lifelink
Morlun enters with X +1/+1 counters on him.
When Morlun enters, he deals X damage to target opponent.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Creature -- Vampire Villain

Lifelink
Morlun enters with X +1/+1 counters on him.
When Morlun enters, he deals X damage to target opponent.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terminal Criticism (1)(B)

Instant

Destroy target creature or planeswalker that's blue or red. You gain 1 life.

[sideboard]

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Destroy target creature or planeswalker that's blue or red. You gain 1 life.

[sideboard]

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Vraska's Final Mercy {B}{B}

Sorcery

Choose one --
* You lose 2 life. Destroy target creature or planeswalker.
* You lose 2 life. Empower Jace 6. (Put six loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.")

[sideboard]

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