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

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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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cecil, Dark Knight {B}

Legendary Creature -- Human Knight

Deathtouch
Darkness -- Whenever Cecil deals damage, you lose that much life. Then if your life total is less than or equal to half your starting life total, untap Cecil and transform it.

2/3

- - - BACK FACE - - -

Cecil, Redeemed Paladin

Legendary Creature -- Human Knight

Lifelink
Protect -- Whenever Cecil attacks, other attacking creatures gain indestructible until end of turn.

4/4

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.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kerci - Standard v3 Group AC15E9 (Gollum the Abandoned, Tinybones, the Pi sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Corpses of the Lost (2)(B)

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(You descended if a permanent card was put into your graveyard from anywhere.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dissection Practice (B)

Instant

Target opponent loses 1 life and you gain 1 life.
Up to one target creature gets +1/+1 until end of turn.
Up to one target creature gets -1/-1 until end of turn.

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Target opponent loses 1 life and you gain 1 life.
Up to one target creature gets +1/+1 until end of turn.
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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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Luis, Pompous Pillager

(card data unavailable)

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(card data unavailable)

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.

2/2

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Oroku Saki, Shredder Rising 2B

Legendary Creature -- Human Ninja

Sneak {1}{B} (You may cast this spell for {1}{B} if you also return an unblocked attacker you control to hand during the declare blockers step. He enters tapped and attacking.)
Whenever Oroku Saki deals combat damage to a player, you draw a card and lose 1 life.

3/1

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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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sephiroth, Fabled SOLDIER

Card

- - - OTHER FACE - - -

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Card

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Card

- - - OTHER FACE - - -

Sephiroth, Fabled SOLDIER

Card

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 (1)(B)

Sorcery

Target opponent exiles a creature they control and their graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

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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

Tinybones Joins Up {B}

Legendary Enchantment

When Tinybones Joins Up enters, any number of target players each discard a card.
Whenever a legendary creature you control enters, any number of target players each mill a card and lose 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kerci - Standard v3 Group AC15E9 (Gollum the Abandoned, Tinybones, the Pi sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ancient Vendetta {3}{B}

Sorcery

Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. Then that player shuffles.

[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

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

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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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Intimidation Tactics (B)

Sorcery

Target opponent reveals their hand. You choose an artifact or creature card from it. Exile that card.
Cycling {3} ({3}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Intimidation Tactics (B)

Sorcery

Target opponent reveals their hand. You choose an artifact or creature card from it. Exile that card.
Cycling {3} ({3}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karn, Argent Defender (2)

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

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Legendary Artifact Creature -- Golem

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[sideboard]

1/3

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

Nowhere to Run (1)(B)

Enchantment

Flash
When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.
Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Preacher of the Schism (2)(B)

Creature -- Vampire Cleric

Deathtouch
Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink.
Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life.

[sideboard]

2/4

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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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Strategic Betrayal {1}{B}

Sorcery

Target opponent exiles a creature they control and their graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Ooze {2}

Legendary Artifact

Whenever a creature you control with a +1/+1 counter on it leaves the battlefield, create a Mutagen token for each +1/+1 counter on it. (A Mutagen token is an artifact with "{1}, {T}, Sacrifice this token: Put a +1/+1 counter on target creature. Activate only as a sorcery.")
{T}: Exile target card from a graveyard. Create a Mutagen token.

[sideboard]

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