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

Bleachbone Verge

Land

{T}: Add {B}.
{T}: Add {W}. Activate only if you control a Plains or a Swamp.

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{T}: Add {W}. Activate only if you control a Plains or a Swamp.

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Cavern of Souls

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Urivi, Pedro - Standard v3 Group 9B50B6 (Ultima, Carrot Cake) (Magic Spot sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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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

Day of Judgment {2}{W}{W}

Sorcery

Destroy all creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deep-Cavern Bat {1}{B}

Creature -- Bat

Flying, lifelink
When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Doomsday Excruciator {B}{B}{B}{B}{B}{B}

Creature -- Demon

Flying
When this creature enters, if it was cast, each player exiles all but the bottom six cards of their library face down.
At the beginning of your upkeep, draw a card.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Get Lost {1}{W}

Instant

Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Godless Shrine

Land -- Plains Swamp

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

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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.

2/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Outrageous Robbery {X}{B}{B}

Instant

Target opponent exiles the top X cards of their library face down. You may look at and play those cards for as long as they remain exiled. If you cast a spell this way, you may spend mana as though it were mana of any type to cast it.

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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.

2/4

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Preacher of the Schism (2)(B)

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2/4

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

Seam Rip (W)

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shoot the Sheriff (1)(B)

Instant

Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shoot the Sheriff (1)(B)

Instant

Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)

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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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Split Up {1}{W}{W}

Sorcery

Choose one --
* Destroy all tapped creatures.
* Destroy all untapped creatures.

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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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Silence

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {W} or {B}.

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This land enters tapped.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ultima {3}{W}{W}

Sorcery

Destroy all artifacts and creatures. End the turn. (Exile all spells and abilities from the stack, including this card. The player whose turn it is discards down to their maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Urivi, Pedro - Standard v3 Group 9B50B6 (Ultima, Carrot Cake) (Magic Spot sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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Unholy Annex {2}{B}

Enchantment -- Room

At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.
(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

- - - RIGHT HALF - - -

Ritual Chamber {3}{B}{B}

Enchantment -- Room

When you unlock this door, create a 6/6 black Demon creature token with flying.
(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Authority of the Consuls {W}

Enchantment

Creatures your opponents control enter tapped.
Whenever a creature an opponent controls enters, you gain 1 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Authority of the Consuls {W}

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[sideboard]

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Enchantment

Creatures your opponents control enter tapped.
Whenever a creature an opponent controls enters, you gain 1 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Avatar's Wrath {2}{W}{W}

Sorcery

Choose up to one target creature, then airbend all other creatures. (Exile them. While each one is exiled, its owner may cast it for {2} rather than its mana cost.)
Until your next turn, your opponents can't cast spells from anywhere other than their hands.
Exile Avatar's Wrath.

[sideboard]

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Beyond the Quiet {3}{W}{W}

Sorcery

Exile all creatures and Spacecraft.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cease {1}{B/G}

Instant

Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.

[sideboard]

- - - RIGHT HALF - - -

Desist {4}{G/W}{G/W}

Sorcery

Destroy all artifacts and enchantments.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cease {1}{B/G}

Instant

Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.

[sideboard]

- - - RIGHT HALF - - -

Desist {4}{G/W}{G/W}

Sorcery

Destroy all artifacts and enchantments.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

High Noon {1}{W}

Enchantment

Each player can't cast more than one spell each turn.
{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.

[sideboard]

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

Nowhere to Run {1}{B}

Enchantment

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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

Rest in Peace {1}{W}

Enchantment

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rest in Peace {1}{W}

Enchantment

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If a card or token would be put into a graveyard from anywhere, exile it instead.

[sideboard]

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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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul-Guide Lantern {1}

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

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Sorcery

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