Bleachbone Verge

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bleachbone Verge

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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Dawn's Truce (1)(W)

Instant

Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)
You and permanents you control gain hexproof until end of turn. If the gift was promised, permanents you control also gain indestructible until end of turn.

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Playtest cards - Rscyr17 - Standard v3 Group 043A1A (Umbral Collar Zealot, Sephiroth, Fabl sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fabled Passage

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

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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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gas Guzzler {B}

Creature -- Vampire Rogue

Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)
This creature enters tapped.
Max speed -- {B}, Sacrifice another creature or Vehicle: Draw a card.

2/1

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Nesting Bot {W}

Artifact Creature -- Robot

Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)
When this creature dies, create a 1/1 colorless Servo artifact creature token.
Max speed -- This creature gets +1/+0.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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Sephiroth, Fabled SOLDIER (2)(B)

Legendary Creature -- Human Avatar Soldier

Whenever Sephiroth enters or attacks, you may sacrifice another creature. If you do, draw a card.
Whenever another creature dies, target opponent loses 1 life and you gain 1 life. If this is the fourth time this ability has resolved this turn, transform Sephiroth.

3/3

- - - BACK FACE - - -

Sephiroth, One-Winged Angel

Legendary Creature -- Angel Nightmare Avatar

Flying
Super Nova -- As this creature transforms into Sephiroth, One-Winged Angel, you get an emblem with "Whenever a creature dies, target opponent loses 1 life and you gain 1 life."
Whenever Sephiroth attacks, you may sacrifice any number of other creatures. If you do, draw that many cards.

5/5

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5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shadowy Backstreet

Land -- Plains Swamp

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sheltered by Ghosts (1)(W)

Enchantment -- Aura

Enchant creature you control
When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.
Enchanted creature gets +1/+0 and has lifelink and ward {2}.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Susurian Voidborn {2}{B}

Creature -- Vampire Soldier

Whenever this creature or another creature or artifact you control dies, target opponent loses 1 life and you gain 1 life.
Warp {B} (You may cast this card from your hand for its warp cost. 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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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Umbral Collar Zealot (1)(B)

Creature -- Human Cleric

Sacrifice another creature or artifact: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

3/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vengeful Bloodwitch (1)(B)

Creature -- Vampire Warlock

Whenever this creature or another creature you control dies, target opponent loses 1 life and you gain 1 life.

1/1

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Zahur, Glory's Past (W)(B)

Legendary Creature -- Zombie Cat Warrior

Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)
Sacrifice another creature: Surveil 1. Activate only once each turn.
Max speed -- Whenever a nontoken creature you control dies, create a tapped 2/2 black Zombie creature token.

3/2

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3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cathar Commando (1)(W)

Creature -- Human Soldier

Flash
{1}, Sacrifice this creature: Destroy target artifact or enchantment.

[sideboard]

3/1

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[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fake Your Own Death (1)(B)

Instant

Until end of turn, target creature gets +2/+0 and gains "When this creature dies, return it to the battlefield tapped under its owner's control and you create a Treasure token." (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

[sideboard]

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[sideboard]

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.)

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stroke of Midnight {2}{W}

Instant

Destroy target nonland permanent. Its controller creates a 1/1 white Human creature token.

[sideboard]

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Stroke of Midnight {2}{W}

Instant

Destroy target nonland permanent. Its controller creates a 1/1 white Human creature token.

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Withering Torment 2B

Instant

Destroy target creature or enchantment. You lose 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Withering Torment 2B

Instant

Destroy target creature or enchantment. You lose 2 life.

[sideboard]

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