Acquisitions Expert {1}{B}

Creature -- Human Rogue

When this creature enters, target opponent reveals a number of cards from their hand equal to the number of creatures in your party. You choose one of those cards. That player discards that card. (Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arcane Signet {2}

Artifact

{T}: Add one mana of any color in your commander's color identity.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Attrition {1}{B}{B}

Enchantment

{B}, Sacrifice a creature: Destroy target nonblack creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ayara, First of Locthwain {B}{B}{B}

Legendary Creature -- Elf Noble

Whenever Ayara or another black creature you control enters, each opponent loses 1 life and you gain 1 life.
{T}, Sacrifice another black creature: Draw a card.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Barren Moor

Land

This land enters tapped.
{T}: Add {B}.
Cycling {B} ({B}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bastion of Remembrance {2}{B}

Enchantment

When this enchantment enters, create a 1/1 white Human Soldier creature token.
Whenever a creature you control dies, each opponent loses 1 life and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Artist {1}{B}

Creature -- Vampire

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

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodchief's Thirst {B}

Sorcery

Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.)
Destroy target creature or planeswalker with mana value 2 or less. If this spell was kicked, instead destroy target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Bloodflow Connoisseur {2}{B}

Creature -- Vampire

Sacrifice a creature: Put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodthrone Vampire {1}{B}

Creature -- Vampire

Sacrifice a creature: This creature gets +2/+2 until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boggart Trawler {2}{B}

Creature -- Goblin

When this creature enters, exile target player's graveyard.

3/1

- - - BACK FACE - - -

Boggart Bog

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bone Shards {B}

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bone Shredder {2}{B}

Creature -- Phyrexian Minion

Flying
Echo {2}{B} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)
When this creature enters, destroy target nonartifact, nonblack creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cauldron Familiar {B}

Creature -- Cat

When this creature enters, each opponent loses 1 life and you gain 1 life.
Sacrifice a Food: Return this card from your graveyard to the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clattering Augur {1}{B}

Creature -- Skeleton Shaman

This creature can't block.
When this creature enters, you draw a card and you lose 1 life.
{2}{B}{B}: Return this card from your graveyard to your hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Corpse Blockade {2}{B}

Creature -- Zombie

Defender
Sacrifice another creature: This creature gains deathtouch until end of turn.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Costly Plunder {1}{B}

Instant

As an additional cost to cast this spell, sacrifice an artifact or creature.
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Privilege {1}{B}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1.
Sacrifice a creature: Regenerate enchanted creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deadly Dispute {1}{B}

Instant

As an additional cost to cast this spell, sacrifice an artifact or creature.
Draw two cards and create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Desecrated Tomb {3}

Artifact

Whenever one or more creature cards leave your graveyard, create a 1/1 black Bat creature token with flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disciple of Perdition {1}{B}

Creature -- Human Warlock

When this creature dies, choose one. If you have exactly 13 life, you may choose both instead.
* You draw a card and you lose 1 life.
* Exile target opponent's graveyard. That player loses 1 life.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dockside Chef {B}

Enchantment Creature -- Human Citizen

{1}{B}, Sacrifice an artifact or creature: Draw a card.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Doomed Dissenter {1}{B}

Creature -- Human

When this creature dies, create a 2/2 black Zombie creature token.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dread Return {2}{B}{B}

Sorcery

Return target creature card from your graveyard to the battlefield.
Flashback--Sacrifice three creatures. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Dusk Legion Zealot {1}{B}

Creature -- Vampire Soldier

When this creature enters, you draw a card and you lose 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elderfang Disciple {1}{B}

Creature -- Elf Cleric

When this creature enters, each opponent discards a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ellie's Rage

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Doomsayer {1}{B}

Creature -- Elf Shaman

When this creature dies, each opponent discards a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Falkenrath Noble {3}{B}

Creature -- Vampire Noble

Flying
Whenever this creature or another creature dies, target player loses 1 life and you gain 1 life.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Feed the Swarm {1}{B}

Sorcery

Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fell the Profane {2}{B}{B}

Instant

Destroy target creature or planeswalker.

- - - BACK FACE - - -

Fell Mire

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fume Spitter {B}

Creature -- Phyrexian Horror

Sacrifice this creature: Put a -1/-1 counter on target creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MatG2 - Duel Commander (CDF 2026 : CHILL 1) sheet 4/13 - 8 cards - 2.5 x 3.5 in each

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Greedy Freebooter {B}

Creature -- Human Pirate

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.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Henrika Domnathi {2}{B}{B}

Legendary Creature -- Vampire

Flying
At the beginning of combat on your turn, choose one that hasn't been chosen --
* Each player sacrifices a creature of their choice.
* You draw a card and you lose 1 life.
* Transform Henrika.

1/3

- - - BACK FACE - - -

Henrika, Infernal Seer

Legendary Creature -- Vampire

Flying, deathtouch, lifelink
{1}{B}{B}: Each creature you control with flying, deathtouch, and/or lifelink gets +1/+0 until end of turn.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

High Market

Land

{T}: Add {C}.
{T}, Sacrifice a creature: You gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hive of the Eye Tyrant

Land

If you control two or more other lands, this land enters tapped.
{T}: Add {B}.
{3}{B}: Until end of turn, this land becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Imp's Mischief {1}{B}

Instant

Change the target of target spell with a single target. You lose life equal to that spell's mana value.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Innocent Blood {B}

Sorcery

Each player sacrifices a creature of their choice.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lampad of Death's Vigil {1}{B}

Enchantment Creature -- Nymph

{1}, Sacrifice a creature: Each opponent loses 1 life and you gain 1 life.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Coils {3}

Artifact

Whenever a nontoken creature you control dies, put a charge counter on this artifact.
At the beginning of your upkeep, if this artifact has five or more charge counters on it, remove all of them from it and create that many 3/1 red Elemental creature tokens with haste. Exile them at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mind Stone {2}

Artifact

{T}: Add {C}.
{1}, {T}, Sacrifice this artifact: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Morbid Opportunist {2}{B}

Creature -- Human Rogue

Whenever one or more other creatures die, draw a card. This ability triggers only once each turn.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Myriad Landscape

Land

This land enters tapped.
{T}: Add {C}.
{2}, {T}, Sacrifice this land: Search your library for up to two basic land cards that share a land type, put them onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nasty End {1}{B}

Instant

As an additional cost to cast this spell, sacrifice a creature.
Draw two cards. If the sacrificed creature was legendary, draw three cards instead.

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Open the Graves {3}{B}{B}

Enchantment

Whenever a nontoken creature you control dies, create a 2/2 black Zombie creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Orzhov Enforcer {1}{B}

Creature -- Human Rogue

Deathtouch
Afterlife 1 (When this creature dies, create a 1/1 white and black Spirit creature token with flying.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pitiless Plunderer {3}{B}

Creature -- Human Pirate

Whenever another creature you control dies, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Plagued Rusalka {B}

Creature -- Spirit

{B}, Sacrifice a creature: Target creature gets -1/-1 until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plumb the Forbidden {1}{B}

Instant

As an additional cost to cast this spell, you may sacrifice one or more creatures. When you do, copy this spell for each creature sacrificed this way.
You draw a card and lose 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polluted Mire

Land

This land enters tapped.
{T}: Add {B}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Priest of Forgotten Gods {1}{B}

Creature -- Human Cleric

{T}, Sacrifice two other creatures: Any number of target players each lose 2 life and sacrifice a creature of their choice. You add {B}{B} and draw a card. (Activate only as an instant.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Radiant Fountain

Land

When this land enters, you gain 2 life.
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reassembling Skeleton {1}{B}

Creature -- Skeleton Warrior

{1}{B}: Return this card from your graveyard to the battlefield tapped.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Serrated Scorpion {B}

Creature -- Scorpion

When this creature dies, it deals 2 damage to each opponent and you gain 2 life.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shambling Ghast {B}

Creature -- Zombie

When this creature dies, choose one --
* Target creature an opponent controls gets -1/-1 until end of turn.
* Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Shantotto's Coercion

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shirei, Shizo's Caretaker 4B

Legendary Creature -- Spirit

Whenever a creature with power 1 or less is put into your graveyard from the battlefield, you may return that card to the battlefield at the beginning of the next end step if Shirei is still on the battlefield.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skullport Merchant 2B

Creature -- Dwarf Citizen

When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
{1}{B}, Sacrifice another creature or a Treasure: Draw a card.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sling-Gang Lieutenant 3B

Creature -- Goblin

When this creature enters, create two 1/1 red Goblin creature tokens.
Sacrifice a Goblin: Target player loses 1 life and you gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spark Harvest B

Sorcery

As an additional cost to cast this spell, sacrifice a creature or pay {3}{B}.
Destroy target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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

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Basic Land -- Swamp

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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

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Swamp

({T}: Add {B}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Swiftfoot Boots {2}

Artifact -- Equipment

Equipped creature has hexproof and haste. (It can't be the target of spells or abilities your opponents control. It can attack and {T} no matter when it came under your control.)
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Syr Konrad, the Grim {3}{B}{B}

Legendary Creature -- Human Knight

Whenever another creature dies, or a creature card is put into a graveyard from anywhere other than the battlefield, or a creature card leaves your graveyard, Syr Konrad deals 1 damage to each opponent.
{1}{B}: Each player mills a card. (They each put the top card of their library into their graveyard.)

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thorn of the Black Rose {3}{B}

Creature -- Human Assassin

Deathtouch
When this creature enters, you become the monarch.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tragic Slip {B}

Instant

Target creature gets -1/-1 until end of turn.
Morbid -- That creature gets -13/-13 until end of turn instead if a creature died this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Troll of Khazad-dûm {5}{B}

Creature -- Troll

This creature can't be blocked except by three or more creatures.
Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Victimize {2}{B}

Sorcery

Choose two target creature cards in your graveyard. Sacrifice a creature. If you do, return the chosen cards to the battlefield tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Village Rites {B}

Instant

As an additional cost to cast this spell, sacrifice a creature.
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Virtue of Persistence {5}{B}{B}

Enchantment

At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.

- - - ADVENTURE - - -

Locthwain Scorn {1}{B}

Sorcery -- Adventure

Target creature gets -3/-3 until end of turn. You gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MatG2 - Duel Commander (CDF 2026 : CHILL 1) sheet 12/13 - 8 cards - 2.5 x 3.5 in each

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Viscera Seer {B}

Creature -- Vampire Wizard

Sacrifice a creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Weaponcraft Enthusiast {2}{B}

Creature -- Aetherborn Artificer

Fabricate 2 (When this creature enters, put two +1/+1 counters on it or create two 1/1 colorless Servo artifact creature tokens.)

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Witch's Cottage

Land -- Swamp

({T}: Add {B}.)
This land enters tapped unless you control three or more other Swamps. When this land enters untapped, you may put target creature card from your graveyard on top of your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zulaport Cutthroat {1}{B}

Creature -- Human Rogue Ally

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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