## 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

## 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**

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

## Cabal Ritual {1}{B}

Instant

Add {B}{B}{B}.
Threshold -- Add {B}{B}{B}{B}{B} instead if there are seven or more cards in your graveyard.

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



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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

## Culling the Weak {B}

Instant

As an additional cost to cast this spell, sacrifice a creature.
Add {B}{B}{B}{B}.

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

## Diabolic Intent {1}{B}

Sorcery

As an additional cost to cast this spell, sacrifice a creature.
Search your library for a card, put that card into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dictate of Erebos {3}{B}{B}

Enchantment

Flash
Whenever a creature you control dies, each opponent sacrifices a creature of their choice.

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



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## 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

## 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

## 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

## Emperor of Bones {1}{B}

Creature -- Skeleton Noble

At the beginning of combat on your turn, exile up to one target card from a graveyard.
{1}{B}: Adapt 2.
Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.

**2/2**

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

## Fatal Push {B}

Instant

Destroy target creature if it has mana value 2 or less.
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## 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

## 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

## Grief {2}{B}{B}

Creature -- Elemental Incarnation

Menace
When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.
Evoke--Exile a black card from your hand.

3/2

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



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## 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

## Liliana, Heretical Healer {1}{B}{B}

Legendary Creature -- Human Cleric

Lifelink
Whenever another nontoken creature you control dies, exile Liliana, Heretical Healer, then return her to the battlefield transformed under her owner's control. If you do, create a 2/2 black Zombie creature token.

2/3

- - - BACK FACE - - -

## Liliana, Defiant Necromancer

Legendary Planeswalker -- Liliana

[+2]: Each player discards a card.
[-X]: Return target nonlegendary creature card with mana value X from your graveyard to the battlefield.
[-8]: You get an emblem with "Whenever a creature dies, return it to the battlefield under your control at the beginning of the next end step."

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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

**Playtest cards - MatG2 - Duel Commander (CDF 2026 : CHILL 3)** sheet 6/13 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

## 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

## 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

## 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

**Playtest cards - MatG2 - Duel Commander (CDF 2026 : CHILL 3)** sheet 7/13 - 8 cards - 2.5 x 3.5 in each

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## 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

## Shirei, Shizo's Caretaker {4}{B}

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 {2}{B}

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

## Snuff Out {3}{B}

Instant

If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.
Destroy target nonblack creature. It can't be regenerated.

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



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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

**Swamp**

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {B}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Swamp

({T}: Add {B}.)

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Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**Swamp**

Basic Land -- Swamp

({T}: Add {B}.)

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## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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

## Unearth {B}

Sorcery

Return target creature card with mana value 3 or less from your graveyard to the battlefield.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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

## 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



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## 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

## 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

## 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



CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.