

③

Sacrifice a creature: Add {C}{C}.

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① ② B

At the beginning of your upkeep, you lose 1 life and create a 1/1 black Faerie Rogue creature token with flying.

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① ②

Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)  
When this creature dies, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

2/2

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① B

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

0/1

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## Land

{2}, {T}: Add {B} for each Swamp you control.

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Land

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{T}: Add {C}.
{3}, {T}: Add {B} for each basic
Swamp you control.
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① ②

Return target creature card from your graveyard to your hand. If it's a Zombie card, draw a card.

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① B

Target player discards two cards.  
That player may copy this spell and  
may choose a new target for that  
copy.

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| <div> <b>Come Back Wrong</b> <span>2</span><span>B</span> </div> <hr/> <div>Sorcery</div> <hr/> <p>Destroy target creature. If a creature card is put into a graveyard this way, return it to the battlefield under your control. Sacrifice it at the beginning of your next end step.</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Contagion Clasp</b> <span>2</span> </div> <hr/> <div>Artifact</div> <hr/> <p>When this artifact enters, put a -1/-1 counter on target creature. {4}, {T}: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Contagion Engine</b> <span>6</span> </div> <hr/> <div>Artifact</div> <hr/> <p>When this artifact enters, put a -1/-1 counter on each creature target player controls. {4}, {T}: Proliferate twice. (Choose any number of permanents and/or players, then give each another counter of each kind already there. Then do it again.)</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                          | <div> <b>Crypt Ghast</b> <span>3</span><span>B</span> </div> <hr/> <div>Creature -- Spirit</div> <hr/> <p>Extort (Whenever you cast a spell, you may pay {W/B}. If you do, each opponent loses 1 life and you gain that much life.) Whenever you tap a Swamp for mana, add an additional {B}.</p> <div> <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Dark Ritual</b> <span>B</span> </div> <hr/> <div>Instant</div> <hr/> <p>Add {B}{B}{B}.</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                        | <div> <b>Dark Salvation</b> <span>X</span><span>X</span><span>B</span> </div> <hr/> <div>Sorcery</div> <hr/> <p>Target player creates X 2/2 black Zombie creature tokens, then up to one target creature gets -1/-1 until end of turn for each Zombie that player controls.</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                  | <div> <b>Defiled Crypt</b> <span>3</span><span>B</span> </div> <hr/> <div>Enchantment -- Room</div> <hr/> <p>Whenever one or more cards leave your graveyard, create a 2/2 black Horror enchantment creature token. This ability triggers only once each turn. (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.)</p> <div> <div>-----<br/>- - - RIGHT HALF - - -</div> <div> <b>Cadaver Lab</b> <span>B</span> </div> <hr/> <div>Enchantment -- Room</div> <hr/> <p>When you unlock this door, return target creature card from your graveyard to your hand. (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.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Demonic Tutor</b> <span>1</span><span>B</span> </div> <hr/> <div>Sorcery</div> <hr/> <p>Search your library for a card, put that card into your hand, then shuffle.</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                 |

Playtest cards - Dinguslord - Commander (Shop Collectibles: Commander Showdown II)

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.

sheet 2/13 - 8 cards - 2.5 x 3.5 in each

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| <div>Desert</div> <div>Land -- Desert</div> <div>{T}: Add {C}.</div> <div>{T}: This land deals 1 damage to target attacking creature. Activate only during the end of combat step.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                  | <div>Diabolic Tutor</div> <div>Sorcery</div> <div>Search your library for a card, put that card into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                              | <div>Dread Return</div> <div>Sorcery</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Echoing Return</div> <div>Sorcery</div> <div>Return target creature card and all other cards with the same name as that card from your graveyard to your hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| <div>Everflowing Chalice</div> <div>Artifact</div> <div>Multikicker {2} (You may pay an additional {2} any number of times as you cast this spell.) This artifact enters with a charge counter on it for each time it was kicked.</div> <div>{T}: Add {C} for each charge counter on this artifact.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Finale of Eternity</div> <div>Sorcery</div> <div>Destroy up to three target creatures with toughness X or less. If X is 10 or more, return all creature cards from your graveyard to the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Final Parting</div> <div>Sorcery</div> <div>Search your library for two cards. Put one into your hand and the other into your graveyard. Then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                   | <div>Funeral Room</div> <div>Enchantment -- Room</div> <div>Whenever a creature you control dies, each opponent loses 1 life and you gain 1 life.</div> <div>(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.)</div> <div>-----<br/>- - - RIGHT HALF - - -</div> <div>Awakening Hall</div> <div>Enchantment -- Room</div> <div>When you unlock this door, return all creature cards from your graveyard to the battlefield.</div> <div>(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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <div> <div>Gravecrawler</div> <div> <div>B</div> </div> </div> <div> <div>Creature -- Zombie</div> </div> <div> <p>This creature can't block.<br/>You may cast this card from your graveyard as long as you control a Zombie.</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                  | <div> <div>Gravedig</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> </div> <div> <p>Choose one --<br/>* Target player creates a 2/2 black Zombie creature token.<br/>* Return target creature card from your graveyard to your hand.<br/>Entwine {2} (Choose both if you pay the entwine cost.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Grave Pact</div> <div> <div>1</div> <div>B</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> </div> <div> <p>Whenever a creature you control dies, each other player sacrifices a creature of their choice.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                        | <div> <div>Gray Merchant of Asphodel</div> <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Creature -- Zombie</div> </div> <div> <p>When this creature enters, each opponent loses X life, where X is your devotion to black. You gain life equal to the life lost this way. (Each {B} in the mana costs of permanents you control counts toward your devotion to black.)</p> </div> <div> <div>2/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Grievous Wound</div> <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Enchantment -- Aura</div> </div> <div> <p>Enchant player<br/>Enchanted player can't gain life.<br/>Whenever enchanted player is dealt damage, they lose half their life, rounded up.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Jet Medallion</div> <div> <div>2</div> </div> </div> <div> <div>Artifact</div> </div> <div> <p>Black spells you cast cost {1} less to cast.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                       | <div> <div>Josu Vess, Lich Knight</div> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Legendary Creature -- Zombie Knight</div> </div> <div> <p>Kicker {5}{B} (You may pay an additional {5}{B} as you cast this spell.)<br/>Menace<br/>When Josu Vess enters, if it was kicked, create eight 2/2 black Zombie Knight creature tokens with menace.</p> </div> <div> <div>4/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Karn's Bastion</div> </div> <div> <div>Land</div> </div> <div> <p>{T}: Add {C}.<br/>{4}, {T}: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                          |

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| <div> <div>K'rrik, Son of Yawgmoth</div> <div> <div>4</div> <div>BP</div> <div>BP</div> <div>BP</div> </div> </div> <div> <div> <div>Legendary Creature -- Phyrexian Horror Minion</div> <div> <div>{B/P} can be paid with either {B} or 2 life.)</div> <div>Lifelink</div> <div>For each {B} in a cost, you may pay 2 life rather than pay that mana.</div> <div>Whenever you cast a black spell, put a +1/+1 counter on K'rrik.</div> </div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                      | <div> <div>Liliana, Death's Majesty</div> <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div> <div> <div>Legendary Planeswalker -- Liliana</div> <div> <div>[+1]: Create a 2/2 black Zombie creature token. Mill two cards.</div> <div>[-3]: Return target creature card from your graveyard to the battlefield. That creature is a black Zombie in addition to its other colors and types.</div> <div>[-7]: Destroy all non-Zombie creatures.</div> </div> </div> <div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Liliana, Dreadhorde General</div> <div> <div>4</div> <div>B</div> <div>B</div> </div> </div> <div> <div> <div>Legendary Planeswalker -- Liliana</div> <div> <div>Whenever a creature you control dies, draw a card.</div> <div>[+1]: Create a 2/2 black Zombie creature token.</div> <div>[-4]: Each player sacrifices two creatures of their choice.</div> <div>[-9]: Each opponent chooses a permanent they control of each permanent type and sacrifices the rest.</div> </div> </div> <div> <div>L 6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Liliana, Heretical Healer</div> <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div> <div> <div>Legendary Creature -- Human Cleric</div> <div> <div>Lifelink</div> <div>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.</div> </div> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |
| <div> <div>Liliana of the Dark Realms</div> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> <div> <div>Legendary Planeswalker -- Liliana</div> <div> <div>[+1]: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.</div> <div>[-3]: Target creature gets +X/+X or -X/-X until end of turn, where X is the number of Swamps you control.</div> <div>[-6]: You get an emblem with "Swamps you control have '{T}': Add {B}{B}{B}{B}."</div> </div> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Liliana of the Veil</div> <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div> <div> <div>Legendary Planeswalker -- Liliana</div> <div> <div>[+1]: Each player discards a card.</div> <div>[-2]: Target player sacrifices a creature.</div> <div>[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.</div> </div> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                             | <div> <div>Liliana's Talent</div> <div> <div>B</div> <div>B</div> </div> </div> <div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant planeswalker</div> <div>Enchanted planeswalker has "[-8]: Put all creature cards from all graveyards onto the battlefield under your control."</div> <div>Whenever a creature deals damage to enchanted planeswalker, destroy that creature.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                      | <div> <div>Liliana's Triumph</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div> <div>Instant</div> <div>Each opponent sacrifices a creature of their choice. If you control a Liliana planeswalker, each opponent also discards a card.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                      |

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| <div>Liliana, the Last Hope (1)(B)(B)</div> <div>Legendary Planeswalker -- Liliana</div> <div>[+1]: Up to one target creature gets -2/-1 until your next turn.<br/>[-2]: Mill two cards, then you may return a creature card from your graveyard to your hand.<br/>[-7]: You get an emblem with "At the beginning of your end step, create X 2/2 black Zombie creature tokens, where X is two plus the number of Zombies you control."</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                               | <div>Liliana Vess (3)(B)(B)</div> <div>Legendary Planeswalker -- Liliana</div> <div>[+1]: Target player discards a card.<br/>[-2]: Search your library for a card, then shuffle and put that card on top.<br/>[-8]: Put all creature cards from all graveyards onto the battlefield under your control.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                              | <div>Lolth, Spider Queen (3)(B)(B)</div> <div>Legendary Planeswalker -- Lolth</div> <div>Whenever a creature you control dies, put a loyalty counter on Lolth.<br/>[0]: You draw a card and you lose 1 life.<br/>[-3]: Create two 2/1 black Spider creature tokens with reach and menace.<br/>[-8]: You get an emblem with "Whenever an opponent is dealt combat damage by one or more creatures you control, if that player lost less than 8 life this turn, they lose life equal to the difference."</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Magus of the Coffers (4)(B)</div> <div>Creature -- Human Wizard</div> <div>{2}, {T}: Add {B} for each Swamp you control.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                 |
| <div>Meathook Massacre II (X)(X)(B)(B)(B)(B)</div> <div>Legendary Enchantment</div> <div>When Meathook Massacre II enters, each player sacrifices X creatures of their choice.<br/>Whenever a creature you control dies, you may pay 3 life. If you do, return that card under your control with a finality counter on it.<br/>Whenever a creature an opponent controls dies, they may pay 3 life. If they don't, return that card under your control with a finality counter on it.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Metamorphosis Fanatic (4)(B)(B)</div> <div>Creature -- Human Cleric</div> <div>Lifelink<br/>When this creature enters, return up to one target creature card from your graveyard to the battlefield with a lifelink counter on it.<br/>Miracle {1}{B} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Mutilate (2)(B)(B)</div> <div>Sorcery</div> <div>All creatures get -1/-1 until end of turn for each Swamp you control.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                            | <div>Myriad Landscape</div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {C}.<br/>{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.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div>Nesting Grounds</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{1}, {T}: Move a counter from target permanent you control onto a second target permanent. Activate only as a sorcery.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Night's Whisper</div> <div>Sorcery</div> <div>You draw two cards and lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                       | <div>Oath of Liliana</div> <div>Legendary Enchantment</div> <div>When Oath of Liliana enters, each opponent sacrifices a creature of their choice.</div> <div>At the beginning of each end step, if a planeswalker entered the battlefield under your control this turn, create a 2/2 black Zombie creature token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                 | <div>Overlord of the Balemurk</div> <div>Enchantment Creature -- Avatar Horror</div> <div>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</div> <div>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Peer into the Abyss</div> <div>Sorcery</div> <div>Target player draws cards equal to half the number of cards in their library and loses half their life. Round up each time.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>              | <div>Phyresis Outbreak</div> <div>Sorcery</div> <div>Each opponent gets a poison counter. Then each creature your opponents control gets -1/-1 until end of turn for each poison counter its controller has.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Polluted Cistern</div> <div>Enchantment -- Room</div> <div>Whenever one or more cards are put into your graveyard from your library, each opponent loses 1 life for each card type among those cards. (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.)</div> <div>----- RIGHT HALF -----</div> <div>Dim Oubliette</div> <div>Enchantment -- Room</div> <div>When you unlock this door, mill three cards, then return a creature card from your graveyard to the battlefield. (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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Priest of Gix</div> <div>Creature -- Phyrexian Human Cleric Minion</div> <div>When this creature enters, add {B}{B}{B}.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                      |

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| <div> <b>Professor Onyx</b> <span>(4)(B)(B)</span> </div> <div>           Legendary Planeswalker -- Liliana         </div> <div> <p>Magecraft -- Whenever you cast or copy an instant or sorcery spell, each opponent loses 2 life and you gain 2 life.</p> <p>[+1]: You lose 1 life. Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.</p> <p>[-3]: Each opponent sacrifices a creature with the greatest power among creatures that player controls.</p> <p>[-8]: Each opponent may discard a card. If they don't, they lose 3 life. Repeat this process six more times.</p> </div> <div> <div>L 5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Reanimate</b> <span>(B)</span> </div> <div>           Sorcery         </div> <div> <p>Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value.</p> </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | <div> <b>Reliquary Tower</b> </div> <div>           Land         </div> <div> <p>You have no maximum hand size.</p> <p>{T}: Add {C}.</p> </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                                                                                                                                                                                                                                               | <div> <b>Rise of the Dark Realms</b> <span>(7)(B)(B)</span> </div> <div>           Sorcery         </div> <div> <p>Put all creature cards from all graveyards onto the battlefield under your control.</p> </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> |
| <div> <b>Sedgemoor Witch</b> <span>(2)(B)</span> </div> <div>           Creature -- Human Warlock         </div> <div> <p>Menace</p> <p>Ward--Pay 3 life. (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays 3 life.)</p> <p>Magecraft -- Whenever you cast or copy an instant or sorcery spell, create a 1/1 black and green Pest creature token with "When this token dies, you gain 1 life."</p> </div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                                                                                 | <div> <b>Sheoldred</b> <span>(3)(B)(B)</span> </div> <div>           Legendary Creature -- Phyrexian Praetor         </div> <div> <p>Menace</p> <p>When Sheoldred enters, each opponent sacrifices a nontoken creature or planeswalker of their choice.</p> <p>{4}{B}: Exile Sheoldred, then return it to the battlefield transformed under its owner's control. Activate only as a sorcery and only if an opponent has eight or more cards in their graveyard.</p> </div> <div> <div>4/5</div> </div> <div>           ----- BACK FACE -----         </div> <div> <b>The True Scriptures</b> </div> <div>           Enchantment -- Saga         </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.)</p> <p>I -- For each opponent, destroy up to one target creature or planeswalker that player controls.</p> <p>II -- Each opponent discards three cards, then mills three cards.</p> <p>III -- Put all creature cards from all graveyards onto the battlefield under your control. Exile this Saga, then return it to the battlefield (front face up).</p> </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Sheoldred, Whispering One</b> <span>(5)(B)(B)</span> </div> <div>           Legendary Creature -- Phyrexian Praetor         </div> <div> <p>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)</p> <p>At the beginning of your upkeep, return target creature card from your graveyard to the battlefield.</p> <p>At the beginning of each opponent's upkeep, that player sacrifices a creature of their choice.</p> </div> <div> <div>6/6</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Sol Ring</b> <span>(1)</span> </div> <div>           Artifact         </div> <div> <p>{T}: Add {C}{C}.</p> </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                        |

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| <div><div>Sorin Markov</div><div><div>3</div><div>B</div><div>B</div><div>B</div></div><div>Legendary Planeswalker -- Sorin</div><div>[+2]: Sorin Markov deals 2 damage to any target and you gain 2 life.<br/>[-3]: Target opponent's life total becomes 10.<br/>[-7]: You control target player during that player's next turn.</div><div><div>L 4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Staff of Completion</div><div><div>3</div></div><div>Artifact</div><div>{T}, Pay 1 life: Destroy target permanent you own.<br/>{T}, Pay 2 life: Add one mana of any color.<br/>{T}, Pay 3 life: Proliferate.<br/>{T}, Pay 4 life: Draw a card.<br/>{5}: Untap this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                     | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                 | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sword of Truth and Justice ③</div> <div>Artifact -- Equipment</div> <div>Equipped creature gets +2/+2 and has protection from white and from blue. Whenever equipped creature deals combat damage to a player, put a +1/+1 counter on a creature you control, then proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) Equip {2}</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Tainted Remedy ②B</div> <div>Enchantment</div> <div>If an opponent would gain life, that player loses that much life instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Toxic Deluge ②B</div> <div>Sorcery</div> <div>As an additional cost to cast this spell, pay X life. All creatures get -X/-X until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Unstoppable Slasher</b> (2)(B)<br>Creature -- Zombie Assassin<br><hr/> Deathtouch<br>Whenever this creature deals combat damage to a player, they lose half their life, rounded up.<br>When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.<br><div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Valgavoth, Terror Eater</b> (6)(B)(B)(B)<br>Legendary Creature -- Elder Demon<br><hr/> Flying, lifelink<br>Ward--Sacrifice three nonland permanents.<br>If a card you didn't control would be put into an opponent's graveyard from anywhere, exile it instead.<br>During your turn, you may play cards exiled with Valgavoth. If you cast a spell this way, pay life equal to its mana value rather than pay its mana cost.<br><div>9/9</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Vraska, Betrayal's Sting</b> (4)(B)(BP)<br>Legendary Planeswalker -- Vraska<br><hr/> Completed ({B/P} can be paid with {B} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)<br>[0]: You draw a card and lose 1 life. Proliferate.<br>[-2]: Target creature becomes a Treasure artifact with "{T}, Sacrifice this artifact: Add one mana of any color" and loses all other card types and abilities.<br>[-9]: If target player has fewer than nine poison counters, they get a number of poison counters equal to the difference.<br><div>L 6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Yawgmoth, Thran Physician</b> (2)(B)(B)<br>Legendary Creature -- Human Cleric<br><hr/> Protection from Humans<br>Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.<br>{B}{B}, Discard a card: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)<br><div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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