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

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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

Case of the Stashed Skeleton {1}{B}

Enchantment -- Case

When this Case enters, create a 2/1 black Skeleton creature token and suspect it. (It has menace and can't block.)
To solve -- You control no suspected Skeletons. (If unsolved, solve at the beginning of your end step.)
Solved -- {1}{B}, Sacrifice this Case: Search your library for a card, put it into your hand, then shuffle. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cecil, Dark Knight {B}

Legendary Creature -- Human Knight

Deathtouch
Darkness -- Whenever Cecil deals damage, you lose that much life. Then if your life total is less than or equal to half your starting life total, untap Cecil and transform it.

2/3

- - - BACK FACE - - -

Cecil, Redeemed Paladin

Legendary Creature -- Human Knight

Lifelink
Protect -- Whenever Cecil attacks, other attacking creatures gain indestructible until end of turn.

4/4

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Protect -- Whenever Cecil attacks, other attacking creatures gain indestructible until end of turn.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Corpses of the Lost {2}{B}

Enchantment

Skeletons you control get +1/+0 and have haste.
When this enchantment enters, create a 2/2 black Skeleton Pirate creature token.
At the beginning of your end step, if you descended this turn, you may pay 1 life. If you do, return this enchantment to its owner's hand.
(You descended if a permanent card was put into your graveyard from anywhere.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - waterpump - Standard v3 Group 7AB619 (Lich's Relic, Dissection Practice) sheet 1/10 - 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.

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(You descended if a permanent card was put into your graveyard from anywhere.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dissection Practice {B}

Instant

Target opponent loses 1 life and you gain 1 life.
Up to one target creature gets +1/+1 until end of turn.
Up to one target creature gets -1/-1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dissection Practice {B}

Instant

Target opponent loses 1 life and you gain 1 life.
Up to one target creature gets +1/+1 until end of turn.
Up to one target creature gets -1/-1 until end of turn.

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - waterpump - Standard v3 Group 7AB619 (Lich's Relic, Dissection Practice) sheet 2/10 - 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.

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gollum, Riddle Master {1}{B}

Legendary Creature -- Halfling Horror

As Gollum enters, choose odd or even. (Zero is even.)
Whenever an opponent casts a spell with mana value of the chosen quality, choose one that hasn't been chosen --
* Put a +1/+1 counter on Gollum.
* Each opponent loses 2 life and you gain 2 life.
* Draw a card.

3/1

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* Draw a card.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Iridescent Vinelasher {B}

Creature -- Lizard Assassin

Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)
Landfall -- Whenever a land you control enters, this creature deals 1 damage to target opponent.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lich's Relic {B}

Artifact -- Equipment

When this Equipment enters, you may pay {2}. When you do, for each opponent, destroy up to one target creature or planeswalker that player controls.
Equipped creature gets +2/+1.
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Realm of Koh

Land

This land enters tapped unless you control a basic land.
{T}: Add {B}.
{3}{B}, {T}: Create a 1/1 colorless Spirit creature token with "This token can't block or be blocked by non-Spirit creatures."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

This land enters tapped unless you control a basic land.
{T}: Add {B}.
{3}{B}, {T}: Create a 1/1 colorless Spirit creature token with "This token can't block or be blocked by non-Spirit creatures."

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunset Saboteur (1)(B)

Creature -- Human Rogue

Menace
Ward--Discard a card.
Whenever this creature attacks, put a +1/+1 counter on target creature an opponent controls.

4/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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4/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - waterpump - Standard v3 Group 7AB619 (Lich's Relic, Dissection Practice) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Timeline Culler {B}{B}

Creature -- Drix Warlock

Haste
You may cast this card from your graveyard using its warp ability. Warp--{B}, Pay 2 life. (You may cast this card from your hand or graveyard for its warp cost. If you do, exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

2/2

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - waterpump - Standard v3 Group 7AB619 (Lich's Relic, Dissection Practice) sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unstoppable Slasher {2}{B}

Creature -- Zombie Assassin

Deathtouch
Whenever this creature deals combat damage to a player, they lose half their life, rounded up.
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.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vraska's Final Mercy {B}{B}

Sorcery

Choose one --
* You lose 2 life. Destroy target creature or planeswalker.
* You lose 2 life. Empower Jace 6. (Put six loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.")

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.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

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Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elegy Acolyte {2}{B}{B}

Creature -- Human Cleric

Lifelink
Whenever one or more creatures you control deal combat damage to a player, you draw a card and lose 1 life.
Void -- At the beginning of your end step, if a nonland permanent left the battlefield this turn or a spell was warped this turn, create a 2/2 colorless Robot artifact creature token.

[sideboard]

4/4

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[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karn, Argent Defender {2}

Legendary Artifact Creature -- Golem

Artifacts and creatures entering the battlefield don't cause abilities to trigger.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

1/3

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Legendary Artifact Creature -- Golem

Artifacts and creatures entering the battlefield don't cause abilities to trigger.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mai, Scornful Striker {1}{B}

Legendary Creature -- Human Noble Ally

First strike
Whenever a player casts a noncreature spell, they lose 2 life.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - waterpump - Standard v3 Group 7AB619 (Lich's Relic, Dissection Practice) sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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Strategic Betrayal 1B

Sorcery

Target opponent exiles a creature they control and their graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Strategic Betrayal 1B

Sorcery

Target opponent exiles a creature they control and their graveyard.

[sideboard]

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Strategic Betrayal 1B

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Target opponent exiles a creature they control and their graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - waterpump - Standard v3 Group 7AB619 (Lich's Relic, Dissection Practice) sheet 10/10 - 3 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.