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| <div>Anoint with Affliction 1B</div> <div>Instant</div> <div>Exile target creature if it has mana value 3 or less.<br/>Corrupted -- Exile that creature instead if its controller has three or more poison counters.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Anoint with Affliction 1B</div> <div>Instant</div> <div>Exile target creature if it has mana value 3 or less.<br/>Corrupted -- Exile that creature instead if its controller has three or more poison counters.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Blooming Marsh</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                   | <div>Blooming Marsh</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                   |
| <div>Blooming Marsh</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                         | <div>Blooming Marsh</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                         | <div>Bushwhack 6</div> <div>Sorcery</div> <div>Choose one --<br/>* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.<br/>* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Bushwhack 6</div> <div>Sorcery</div> <div>Choose one --<br/>* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.<br/>* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

**G**

Choose one --

\* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.

\* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

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**G**

Choose one --

\* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.

\* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

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① ② B

Whenever this creature attacks, reveal the top card of your library and put it into your hand. You lose life equal to that card's mana value if this creature isn't saddled. Otherwise, each opponent loses that much life.

Saddle 3 (Tap any number of other creatures you control with total power 3 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

Destroy target creature with total power and toughness 5 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Destroy target creature with total power and toughness 5 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Destroy target creature with total power and toughness 5 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Destroy target creature with total power and toughness 5 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(B)**

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(B)**

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

Choose two --

- \* Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.
- \* Destroy each creature with power 2 or less.
- \* Return up to two creature cards from your graveyard to your hand.
- \* Each opponent sacrifices a creature with the greatest power among creatures they control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B

Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

Menace  
When this creature enters, other creatures get -2/-2 until end of turn.  
{1}{B}, Discard this card: Target creature gets -2/-2 until end of turn.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {C}.
{T}: Add {B} or {G}. This land deals
1 damage to you.
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| <b>Mosswood Dreadknight</b> ①⑥<br>Creature -- Human Knight<br>Trample<br>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.<br><div>3/2</div> <hr/> --- ADVENTURE ---<br><b>Dread Whispers</b> ①⑧<br>Sorcery -- Adventure<br>You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Mosswood Dreadknight</b> ①⑥<br>Creature -- Human Knight<br>Trample<br>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.<br><div>3/2</div> <hr/> --- ADVENTURE ---<br><b>Dread Whispers</b> ①⑧<br>Sorcery -- Adventure<br>You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Obstinate Baloth</b> ②⑥⑥<br>Creature -- Beast<br>When this creature enters, you gain 4 life.<br>If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.<br><div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Phyrexian Obliterator</b> ⑧⑧⑧⑧<br>Creature -- Phyrexian Horror<br>Trample<br>Whenever a source deals damage to this creature, that source's controller sacrifices that many permanents of their choice.<br><div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                  |
| <b>Phyrexian Obliterator</b> ⑧⑧⑧⑧<br>Creature -- Phyrexian Horror<br>Trample<br>Whenever a source deals damage to this creature, that source's controller sacrifices that many permanents of their choice.<br><div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                        | <b>Phyrexian Obliterator</b> ⑧⑧⑧⑧<br>Creature -- Phyrexian Horror<br>Trample<br>Whenever a source deals damage to this creature, that source's controller sacrifices that many permanents of their choice.<br><div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                        | <b>Phyrexian Obliterator</b> ⑧⑧⑧⑧<br>Creature -- Phyrexian Horror<br>Trample<br>Whenever a source deals damage to this creature, that source's controller sacrifices that many permanents of their choice.<br><div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                            | <b>Preacher of the Schism</b> ②⑧<br>Creature -- Vampire Cleric<br>Deathtouch<br>Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink.<br>Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life.<br><div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <p><b>Preacher of the Schism</b> ②⑧</p> <p>Creature -- Vampire Cleric</p> <p>Deathtouch<br/>Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink.<br/>Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life.</p> <p>2/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Restless Cottage</b></p> <p>Land</p> <p>This land enters tapped.<br/>{T}: Add {B} or {G}.<br/>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.<br/>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Restless Cottage</b></p> <p>Land</p> <p>This land enters tapped.<br/>{T}: Add {B} or {G}.<br/>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.<br/>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Restless Cottage</b></p> <p>Land</p> <p>This land enters tapped.<br/>{T}: Add {B} or {G}.<br/>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.<br/>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Restless Cottage</b></p> <p>Land</p> <p>This land enters tapped.<br/>{T}: Add {B} or {G}.<br/>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.<br/>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                  | <p><b>Sentinel of the Nameless City</b> ②⑥</p> <p>Creature -- Merfolk Warrior Scout</p> <p>Vigilance<br/>Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>      | <p><b>Sentinel of the Nameless City</b> ②⑥</p> <p>Creature -- Merfolk Warrior Scout</p> <p>Vigilance<br/>Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>      | <p><b>Sentinel of the Nameless City</b> ②⑥</p> <p>Creature -- Merfolk Warrior Scout</p> <p>Vigilance<br/>Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>      |

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| <div><div>Sentinel of the Nameless City 26</div><div>Creature -- Merfolk Warrior Scout</div><div>Vigilance<br/>Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.)</div><div>3/4</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> | <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>Wastewood Verge</div> <div>Land</div> <div>{T}: Add {G}.<br/>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                   | <div>Wastewood Verge</div> <div>Land</div> <div>{T}: Add {G}.<br/>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                   | <div>Wastewood Verge</div> <div>Land</div> <div>{T}: Add {G}.<br/>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                 | <div>Wastewood Verge</div> <div>Land</div> <div>{T}: Add {G}.<br/>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                        |
| <div>Archfiend of the Dross (2)(B)(B)</div> <div>Creature -- Phyrexian Demon</div> <div>Flying<br/>This creature enters with four oil counters on it.<br/>At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game.<br/>Whenever a creature an opponent controls dies, its controller loses 2 life.</div> <div>[sideboard]</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Archfiend of the Dross (2)(B)(B)</div> <div>Creature -- Phyrexian Demon</div> <div>Flying<br/>This creature enters with four oil counters on it.<br/>At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game.<br/>Whenever a creature an opponent controls dies, its controller loses 2 life.</div> <div>[sideboard]</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Choking Miasma (1)(B)(B)</div> <div>Sorcery</div> <div>Kicker {G} (You may pay an additional {G} as you cast this spell.)<br/>If this spell was kicked, put a +1/+1 counter on a creature you control.<br/>All creatures get -2/-2 until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Duress (B)</div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |



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| <div> <b>Gix's Command</b> <span>3</span><span>B</span><span>B</span> </div> <div>Sorcery</div> <div> <p>Choose two --</p> <ul style="list-style-type: none"> <li>* Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.</li> <li>* Destroy each creature with power 2 or less.</li> <li>* Return up to two creature cards from your graveyard to your hand.</li> <li>* Each opponent sacrifices a creature with the greatest power among creatures they control.</li> </ul> <p>[sideboard]</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Obstinate Baloth</b> <span>2</span><span>G</span><span>G</span> </div> <div>Creature -- Beast</div> <div> <p>When this creature enters, you gain 4 life.</p> <p>If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                              | <div> <b>Tear Asunder</b> <span>1</span><span>G</span> </div> <div>Instant</div> <div> <p>Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)</p> <p>Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                     | <div> <b>Tear Asunder</b> <span>1</span><span>G</span> </div> <div>Instant</div> <div> <p>Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)</p> <p>Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| <div> <b>The Stone Brain</b> <span>2</span> </div> <div>Legendary Artifact</div> <div> <p>{2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                               | <div> <b>The Stone Brain</b> <span>2</span> </div> <div>Legendary Artifact</div> <div> <p>{2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Tranquil Frillback</b> <span>2</span><span>G</span> </div> <div>Creature -- Dinosaur</div> <div> <p>When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --</p> <ul style="list-style-type: none"> <li>* Destroy target artifact or enchantment.</li> <li>* Exile target player's graveyard.</li> <li>* You gain 4 life.</li> </ul> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Unholy Annex</b> <span>2</span><span>B</span> </div> <div>Enchantment -- Room</div> <div> <p>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.)</p> <p>[sideboard]</p> <p>----- RIGHT HALF -----</p> <div> <b>Ritual Chamber</b> <span>3</span><span>B</span><span>B</span> </div> <div>Enchantment -- Room</div> <div> <p>When you unlock this door, create a 6/6 black Demon creature token with flying.</p> <p>(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> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |

Playtest cards - BERNASTORRES - Standard (Standard Challenge 32)

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 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div> Unholy Annex 2B </div> <div> Enchantment -- Room </div> <div> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div> Ritual Chamber 3BB </div> <div> Enchantment -- Room </div> <div> <p>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.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> | <div> <div> Unholy Annex 2B </div> <div> Enchantment -- Room </div> <div> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div> Ritual Chamber 3BB </div> <div> Enchantment -- Room </div> <div> <p>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.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> | <div> <div> Unholy Annex 2B </div> <div> Enchantment -- Room </div> <div> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div> Ritual Chamber 3BB </div> <div> Enchantment -- Room </div> <div> <p>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.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> |  |
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