Archfiend of the Dross 2BB

Creature -- Phyrexian Demon

Flying
This creature enters with four oil counters on it.
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.
Whenever a creature an opponent controls dies, its controller loses 2 life.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bitter Triumph 1B

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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Instant

As an additional cost to cast this spell, discard a card or pay 3 life.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blackcleave Cliffs

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {B} or {R}.

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Bloodtithe Harvester (B)(R)

Creature -- Vampire

When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")
{T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.

3/2

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3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cavern of Souls

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Cut Down {B}

Instant

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

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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.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gix's Command {3}{B}{B}

Sorcery

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

Playtest cards - Silversane - Standard (Standard League) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gix, Yawgmoth Praetor {1}{B}{B}

Legendary Creature -- Phyrexian Praetor

Whenever a creature deals combat damage to one of your opponents, its controller may pay 1 life. If they do, they draw a card.
{4}{B}{B}{B}, Discard X cards: Exile the top X cards of target opponent's library. You may play lands and cast spells from among cards exiled this way without paying their mana costs.

3/3

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Go for the Throat {1}{B}

Instant

Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Haunted Ridge

Land

This land enters tapped unless you control two or more other lands.
{T}: Add {B} or {R}.

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{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inti, Seneschal of the Sun (1)(R)

Legendary Creature -- Human Knight

Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn.
Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mirrex

Land -- Sphere

{T}: Add {C}.
{T}: Add one mana of any color. Activate only if this land entered this turn.
{3}, {T}: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." (Players dealt combat damage by it also get a poison counter.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reckless Stormseeker (2)(R)

Creature -- Human Werewolf

At the beginning of combat on your turn, target creature you control gets +1/+0 and gains haste until end of turn.
Daybound (If a player casts no spells during their own turn, it becomes night next turn.)

2/3

- - - BACK FACE - - -

Storm-Charged Slasher

Creature -- Werewolf

At the beginning of combat on your turn, target creature you control gets +2/+0 and gains trample and haste until end of turn.
Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Silversane - Standard (Standard League) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restless Vents

Land

This land enters tapped.
{T}: Add {B} or {R}.
{1}{B}{R}: Until end of turn, this land becomes a 2/3 black and red Insect creature with menace. It's still a land.
Whenever this land attacks, you may discard a card. If you do, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sheoldred, the Apocalypse ②ⒷⒷ

Legendary Creature -- Phyrexian Praetor

Deathtouch
Whenever you draw a card, you gain 2 life.
Whenever an opponent draws a card, they lose 2 life.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sheoldred, the Apocalypse 2BB

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sokenzan, Crucible of Defiance

Legendary Land

{T}: Add {R}.
Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sulfurous Springs

Land

{T}: Add {C}.
{T}: Add {B} or {R}. This land deals 1 damage to you.

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{T}: Add {B} or {R}. This land deals 1 damage to you.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Takenuma, Abandoned Mire

Legendary Land

{T}: Add {B}.
Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brotherhood's End {1}{R}{R}

Sorcery

Choose one --
* Brotherhood's End deals 3 damage to each creature and each planeswalker.
* Destroy all artifacts with mana value 3 or less.

[sideboard]

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[sideboard]

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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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Graveyard Trespasser {2}{B}

Creature -- Human Werewolf

Ward--Discard a card.
Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.
Daybound (If a player casts no spells during their own turn, it becomes night next turn.)

[sideboard]

3/3

- - - BACK FACE - - -

Graveyard Glutton

Creature -- Werewolf

Ward--Discard a card.
Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life.
Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hidetsugu Consumes All {1}{B}{R}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter.)
I -- Destroy each nonland permanent with mana value 1 or less.
II -- Exile all graveyards.
III -- Exile this Saga, then return it to the battlefield transformed under your control.

[sideboard]

- - - BACK FACE - - -

Vessel of the All-Consuming

Enchantment Creature -- Ogre Shaman

Trample
Whenever this creature deals damage, put a +1/+1 counter on it.
Whenever this creature deals damage to a player, if it has dealt 10 or more damage to that player this turn, they lose the game.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Liliana of the Veil {1}{B}{B}

Legendary Planeswalker -- Liliana

[+1]: Each player discards a card.
[-2]: Target player sacrifices a creature.
[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.

[sideboard]

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Cruelty of Gix {3}{B}{B}

Enchantment -- Saga

Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)
I -- Target opponent reveals their hand. You choose a creature or planeswalker card from it. That player discards that card.
II -- Search your library for a card, put that card into your hand, then shuffle. You lose 3 life.
III -- Put target creature card from a graveyard onto the battlefield under your control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Silversane - Standard (Standard League) 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.