## Anger (3)(R)

Creature -- Incarnation

Haste
As long as this card is in your graveyard and you control a Mountain, creatures you control have haste.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Arcane Sanctum

Land

This land enters tapped.
{T}: Add {W}, {U}, or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Burning Wish (1)(R)

Sorcery

You may reveal a sorcery card you own from outside the game and put it into your hand. Exile Burning Wish.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Cryptic Coat (2)(U)

Artifact -- Equipment

When this Equipment enters, cloak the top card of your library, then attach this Equipment to it. (To cloak a card, put it onto the battlefield face down as a 2/2 creature with ward {2}. Turn it face up any time for its mana cost if it's a creature card.)
Equipped creature gets +1/+0 and can't be blocked.
{1}{U}: Return this Equipment to its owner's hand.

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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.

## Demand Answers {1}{R}

Instant

As an additional cost to cast this spell, sacrifice an artifact or discard a card.
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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As an additional cost to cast this spell, sacrifice an artifact or discard a card.
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Instant

As an additional cost to cast this spell, sacrifice an artifact or discard a card.
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Dragonskull Summit

Land

This land enters tapped unless you control a Swamp or a Mountain.
{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Dragonskull Summit

Land

This land enters tapped unless you control a Swamp or a Mountain.
{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Drowned Catacomb

Land

This land enters tapped unless you control an Island or a Swamp.
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Drowned Catacomb

Land

This land enters tapped unless you control an Island or a Swamp.
{T}: Add {U} or {B}.

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## Godless Shrine

Land -- Plains Swamp

({T}: Add {W} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Godless Shrine

Land -- Plains Swamp

({T}: Add {W} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Grave Titan {4}{B}{B}

Creature -- Giant

Deathtouch
Whenever this creature enters or attacks, create two 2/2 black Zombie creature tokens.

**6/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ill-Timed Explosion {2}{U}{R}

Sorcery

Draw two cards. Then you may discard two cards. When you do, Ill-Timed Explosion deals X damage to each creature, where X is the greatest mana value among cards discarded this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Draw two cards. Then you may discard two cards. When you do, Ill-Timed Explosion deals X damage to each creature, where X is the greatest mana value among cards discarded this way.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Izzet Signet {2}

Artifact

{1}, {T}: Add {U}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lightning Bolt {R}

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Lightning Bolt (R)

Instant

Lightning Bolt deals 3 damage to any target.

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Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mental Note (U)

Instant

Mill two cards.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mental Note (U)

Instant

Mill two cards.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mill two cards.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mental Note (U)

Instant

Mill two cards.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Orzhov Signet (2)

Artifact

{1}, {T}: Add {W}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Oopsl - FreeForm (Fantasy Standard Weekly)** sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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## Raucous Theater

Land -- Swamp Mountain

({T}: Add {B} or {R}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Raucous Theater

Land -- Swamp Mountain

({T}: Add {B} or {R}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sedraxis Specter (U)(B)(R)

Creature -- Specter

Flying
Whenever this creature deals combat damage to a player, that player discards a card.
Unearth {1}{B} ({1}{B}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Whenever this creature deals combat damage to a player, that player discards a card.
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**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Shadowy Backstreet

Land -- Plains Swamp

({T}: Add {W} or {B}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Shadowy Backstreet

Land -- Plains Swamp

({T}: Add {W} or {B}.)
This land enters tapped.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sharuum the Hegemon (3)(W)(U)(B)

Legendary Artifact Creature -- Sphinx

Flying
When Sharuum enters, you may return target artifact card from your graveyard to the battlefield.

**5/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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**Sharuum the Hegemon** {3}{W}{U}{B}

Legendary Artifact Creature -- Sphinx

Flying
When Sharuum enters, you may return target artifact card from your graveyard to the battlefield.

**5/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Sharuum the Hegemon** {3}{W}{U}{B}

Legendary Artifact Creature -- Sphinx

Flying
When Sharuum enters, you may return target artifact card from your graveyard to the battlefield.

**5/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Steam Vents**

Land -- Island Mountain

({T}: Add {U} or {R}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {U} or {R}.)
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As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Stitch Together** {B}{B}

Sorcery

Return target creature card from your graveyard to your hand.
Threshold -- Return that card from your graveyard to the battlefield instead if there are seven or more cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Return target creature card from your graveyard to your hand.
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Return target creature card from your graveyard to your hand.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Thundering Falls

Land -- Island Mountain

({T}: Add {U} or {R}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Undercity Sewers

Land -- Island Swamp

({T}: Add {U} or {B}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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({T}: Add {U} or {B}.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - Oopsl - FreeForm (Fantasy Standard Weekly)** sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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## Vein Ripper {3}{B}{B}{B}

Creature -- Vampire Assassin

Flying
Ward--Sacrifice a creature.
Whenever a creature dies, target opponent loses 2 life and you gain 2 life.

**6/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**6/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Yore-Tiller Nephilim {W}{U}{B}{R}

Creature -- Nephilim

Whenever this creature attacks, return target creature card from your graveyard to the battlefield tapped and attacking.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Blot Out {2}{B}

Instant

Target opponent exiles a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Target opponent exiles a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Debtors' Knell {4}{W/B}{W/B}{W/B}

Enchantment

({W/B} can be paid with either {W} or {B}.)
At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Esper Charm {W}{U}{B}

Instant

Choose one --
* Destroy target enchantment.
* Draw two cards.
* Target player discards two cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Choose one --
* Destroy target enchantment.
* Draw two cards.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ill-Timed Explosion {2}{U}{R}

Sorcery

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Long Goodbye {1}{B}

Instant

This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Push {1}{W/B}

Sorcery

Destroy target tapped creature.

[sideboard]

- - - RIGHT HALF - - -

## Pull {4}{B/R}{B/R}

Sorcery

Put up to two target creature cards from a single graveyard onto the battlefield under your control. They gain haste until end of turn. Sacrifice them at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Push {1}{W/B}

Sorcery

Destroy target tapped creature.

[sideboard]

- - - RIGHT HALF - - -

## Pull {4}{B/R}{B/R}

Sorcery

Put up to two target creature cards from a single graveyard onto the battlefield under your control. They gain haste until end of turn. Sacrifice them at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pyroclasm {1}{R}

Sorcery

Pyroclasm deals 2 damage to each creature.

[sideboard]

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## Pyroclasm {1}{R}

Sorcery

Pyroclasm deals 2 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Scourglass {3}{W}{W}

Artifact

{T}, Sacrifice this artifact: Destroy all permanents except for artifacts and lands. Activate only during your upkeep.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Stitch Together {B}{B}

Sorcery

Return target creature card from your graveyard to your hand. Threshold -- Return that card from your graveyard to the battlefield instead if there are seven or more cards in your graveyard.

[sideboard]

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