Darkwater Catacombs

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darkwater Catacombs

Land

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Darkwater Catacombs

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

God-Pharaoh's Gift (7)

Artifact

At the beginning of combat on your turn, you may exile a creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a 4/4 black Zombie. It gains haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

God-Pharaoh's Gift (7)

Artifact

At the beginning of combat on your turn, you may exile a creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a 4/4 black Zombie. It gains haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Homicide Investigator (1)(B)

Creature -- Human Detective

Whenever one or more nontoken creatures you control die, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - JMJM - Unknown format (MO ???99???#2 (?123????CS) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hornet Queen {4}{G}{G}{G}

Creature -- Insect

Flying, deathtouch
When this creature enters, create four 1/1 green Insect creature tokens with flying and deathtouch.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hostile Hostel

Land

{T}: Add {C}.
{1}, {T}, Sacrifice a creature: Put a soul counter on this land. Then if there are three or more soul counters on it, remove those counters, transform it, then untap it. Activate only as a sorcery.

- - - BACK FACE - - -

Creeping Inn

Artifact Creature -- Horror Construct

Whenever this creature attacks, you may exile a creature card from your graveyard. If you do, each opponent loses X life and you gain X life, where X is the number of creature cards exiled with this creature.
{4}: This creature phases out.

3/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inspired Idea {2}{U}

Sorcery

Cleave {3}{U}{U} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)
Draw three cards. [Your maximum hand size is reduced by three for the rest of the game.]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inspired Idea {2}{U}

Sorcery

Cleave {3}{U}{U} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)
Draw three cards. [Your maximum hand size is reduced by three for the rest of the game.]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Island

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Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jadzi, Steward of Fate 2U

Legendary Creature -- Human Wizard

Jadzi enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)
When Jadzi enters, draw two cards, then discard two cards.

2/4

- - - OTHER FACE - - -

Oracle's Gift XXU

Sorcery

Create X 0/0 green and blue Fractal creature tokens, then put X +1/+1 counters on each Fractal you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/4

- - - OTHER FACE - - -

Oracle's Gift XXU

Sorcery

Create X 0/0 green and blue Fractal creature tokens, then put X +1/+1 counters on each Fractal you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lazav, Wearer of Faces UB

Legendary Creature -- Shapeshifter Detective

Whenever Lazav attacks, exile target card from a graveyard, then investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")
Whenever you sacrifice a Clue, you may have Lazav become a copy of a creature card exiled with it until end of turn.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lazav, Wearer of Faces UB

Legendary Creature -- Shapeshifter Detective

Whenever Lazav attacks, exile target card from a graveyard, then investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - JMJM - Unknown format (MO ???99???#2 (?123????CS) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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Murderous Rider {1}{B}{B}

Creature -- Zombie Knight

Lifelink
When this creature dies, put it on the bottom of its owner's library.

2/3

- - - ADVENTURE - - -

Swift End {1}{B}{B}

Instant -- Adventure

Destroy target creature or planeswalker. You lose 2 life. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nephalia Drownyard

Land

{T}: Add {C}.
{1}{U}{B}, {T}: Target player mills three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pile On {3}{B}

Instant

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
Destroy target creature or planeswalker. Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pile On {3}{B}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

River of Tears

Land

{T}: Add {U}. If you played a land this turn, add {B} instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - JMJM - Unknown format (MO ???99???#2 (?123????CS) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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River of Tears

Land

{T}: Add {U}. If you played a land this turn, add {B} instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shape Anew {3}{U}

Sorcery

The controller of target artifact sacrifices it, then reveals cards from the top of their library until they reveal an artifact card. That player puts that card onto the battlefield, then shuffles all other cards revealed this way into their library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shape Anew {3}{U}

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The controller of target artifact sacrifices it, then reveals cards from the top of their library until they reveal an artifact card. That player puts that card onto the battlefield, then shuffles all other cards revealed this way into their library.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Somberwald Beastmaster {6}{G}

Creature -- Human Ranger

When this creature enters, create a 2/2 green Wolf creature token, a 3/3 green Beast creature token, and a 4/4 green Beast creature token. Creature tokens you control have deathtouch. (Any amount of damage they deal to a creature is enough to destroy it.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Suspicious Stowaway {1}{U}

Creature -- Human Rogue Werewolf

This creature can't be blocked.
Whenever this creature deals combat damage to a player, draw a card, then discard a card.
Daybound (If a player casts no spells during their own turn, it becomes night next turn.)

1/1

- - - BACK FACE - - -

Seafaring Werewolf

Creature -- Werewolf

This creature can't be blocked.
Whenever this creature deals combat damage to a player, draw a card.
Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - JMJM - Unknown format (MO ???99???#2 (?123????CS) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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Suspicious Stowaway (1)(U)

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Deceit

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Valentin, Dean of the Vein {B}

Legendary Creature -- Vampire Warlock

Menace, lifelink
If a nontoken creature an opponent controls would die, exile it instead. When you do, you may pay {2}. If you do, create a 1/1 black and green Pest creature token with "When this token dies, you gain 1 life."

1/1

- - - BACK FACE - - -

Lisette, Dean of the Root {2}{G}{G}

Legendary Creature -- Human Druid

Whenever you gain life, you may pay {1}. If you do, put a +1/+1 counter on each creature you control and those creatures gain trample until end of turn.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Voldaren Bloodcaster {1}{B}

Creature -- Vampire Wizard

Flying
Whenever this creature or another nontoken creature you control dies, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")
Whenever you create a Blood token, if you control five or more Blood tokens, transform this creature.

2/1

- - - BACK FACE - - -

Bloodbat Summoner

Creature -- Vampire Wizard

Flying
At the beginning of combat on your turn, up to one target Blood token you control becomes a 2/2 black Bat creature with flying and haste in addition to its other types.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wail of the Forgotten {U}{B}

Sorcery

Descend 8 -- Choose one. If there are eight or more permanent cards in your graveyard as you cast this spell, choose one or more instead.
* Return target nonland permanent to its owner's hand.
* Target opponent discards a card.
* Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ashiok, Wicked Manipulator {3}{B}{B}

Legendary Planeswalker -- Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.
[+1]: Look at the top two cards of your library. Exile one of them and put the other into your hand.
[-2]: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this token."
[-7]: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

[sideboard]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ashiok, Wicked Manipulator {3}{B}{B}

Legendary Planeswalker -- Ashiok

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[sideboard]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Erebos's Intervention {X}{B}

Instant

Choose one --
* Target creature gets -X/-X until end of turn. You gain X life.
* Exile up to twice X target cards from graveyards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Erebos's Intervention {X}{B}

Instant

Choose one --
* Target creature gets -X/-X until end of turn. You gain X life.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - JMJM - Unknown format (MO ???99???#2 (?123????CS) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Inkwell Leviathan {7}{U}{U}

Artifact Creature -- Leviathan

Trample
Islandwalk (This creature can't be blocked as long as defending player controls an Island.)
Shroud (This creature can't be the target of spells or abilities.)

[sideboard]

7/11

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact Creature -- Leviathan

Trample
Islandwalk (This creature can't be blocked as long as defending player controls an Island.)
Shroud (This creature can't be the target of spells or abilities.)

[sideboard]

7/11

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Louisoix's Sacrifice {U}

Instant

As an additional cost to cast this spell, sacrifice a legendary creature or pay {2}.
Counter target activated ability, triggered ability, or noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

As an additional cost to cast this spell, sacrifice a legendary creature or pay {2}.
Counter target activated ability, triggered ability, or noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thieving Skydiver {1}{U}

Creature -- Merfolk Rogue

Kicker {X}. X can't be 0. (You may pay an additional {X} as you cast this spell.)
Flying
When this creature enters, if it was kicked, gain control of target artifact with mana value X or less. If that artifact is an Equipment, attach it to this creature.

[sideboard]

2/1

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[sideboard]

2/1

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Kicker {X}. X can't be 0. (You may pay an additional {X} as you cast this spell.)
Flying
When this creature enters, if it was kicked, gain control of target artifact with mana value X or less. If that artifact is an Equipment, attach it to this creature.

[sideboard]

2/1

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Thieving Skydiver {1}{U}

Creature -- Merfolk Rogue

Kicker {X}. X can't be 0. (You may pay an additional {X} as you cast this spell.)
Flying
When this creature enters, if it was kicked, gain control of target artifact with mana value X or less. If that artifact is an Equipment, attach it to this creature.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Villainous Wrath {3}{B}{B}

Sorcery

Target opponent loses life equal to the number of creatures they control. Then destroy all creatures.

[sideboard]

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