

Altar of the Pantheon ③ Artifact Your devotion to each color and each combination of colors is increased by one. {T}: Add one mana of any color. If you control a God, a Demigod, or a legendary enchantment, you gain 1 life.	Altar of the Pantheon ③ Artifact Your devotion to each color and each combination of colors is increased by one. {T}: Add one mana of any color. If you control a God, a Demigod, or a legendary enchantment, you gain 1 life.	Barrow Naughty ① ② ③ Creature -- Faerie Flying This creature has lifelink as long as you control another Faerie. {2}{B}: This creature gets +1/+0 until end of turn.	Barrow Naughty ① ② ③ Creature -- Faerie Flying This creature has lifelink as long as you control another Faerie. {2}{B}: This creature gets +1/+0 until end of turn.
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bojuka Bog Land This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}.	Bojuka Bog Land This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}.	Cast Down ① ② ③ Instant Destroy target nonlegendary creature.	Cast Down ① ② ③ Instant Destroy target nonlegendary creature.
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Cateran Persuader B B Creature -- Human Mercenary {1}, {T}: Search your library for a Mercenary permanent card with mana value 1 or less, put it onto the battlefield, then shuffle. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cateran Persuader B B Creature -- Human Mercenary {1}, {T}: Search your library for a Mercenary permanent card with mana value 1 or less, put it onto the battlefield, then shuffle. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cateran Persuader B B Creature -- Human Mercenary {1}, {T}: Search your library for a Mercenary permanent card with mana value 1 or less, put it onto the battlefield, then shuffle. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cateran Persuader B B Creature -- Human Mercenary {1}, {T}: Search your library for a Mercenary permanent card with mana value 1 or less, put it onto the battlefield, then shuffle. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Changing Outcast

B

Creature -- Shapeshifter

Changeling (This card is every creature type.)
This creature can't block and can't be blocked.

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crawl from the Cellar

(B)

Sorcery

Return target creature card from your graveyard to your hand. Put a +1/+1 counter on up to one target Zombie you control.

Flashback {3}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Gift of Fangs

B

Enchantment - - Aura

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Enchant creature
Enchanted creature gets +2/+2 as
long as it's a Vampire. Otherwise,
it gets -2/-2.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gray Merchant of Asphodel (3)(B)(B)

Creature -- Zombie

When this creature enters, each opponent loses X life, where X is your devotion to black. You gain life equal to the life lost this way. (Each {B} in the mana costs of permanents you control counts toward your devotion to black.)

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - JMJM - Pauper (MO ???????#5 (999????CS)

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 3/10 - 8 cards - 2.5 x 3.5 in each

Gray Merchant of Asphodel (3)(B)(B) Creature -- Zombie When this creature enters, each opponent loses X life, where X is your devotion to black. You gain life equal to the life lost this way. (Each {B} in the mana costs of permanents you control counts toward your devotion to black.) 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gray Merchant of Asphodel (3)(B)(B) Creature -- Zombie When this creature enters, each opponent loses X life, where X is your devotion to black. You gain life equal to the life lost this way. (Each {B} in the mana costs of permanents you control counts toward your devotion to black.) 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gray Merchant of Asphodel (3)(B)(B) Creature -- Zombie When this creature enters, each opponent loses X life, where X is your devotion to black. You gain life equal to the life lost this way. (Each {B} in the mana costs of permanents you control counts toward your devotion to black.) 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inventor's Goggles (1) Artifact -- Equipment Equipped creature gets +1/+2. Whenever an Artificer you control enters, you may attach this Equipment to it. Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Malakir Blood-Priest (1)(B) Creature -- Vampire Cleric When this creature enters, each opponent loses X life and you gain X life, where X is the number of creatures in your party. (Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Malakir Blood-Priest (1)(B) Creature -- Vampire Cleric When this creature enters, each opponent loses X life and you gain X life, where X is the number of creatures in your party. (Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Not Dead After All (B) Instant Until end of turn, target creature you control gains "When this creature dies, return it to the battlefield tapped under its owner's control, then create a Wicked Role token attached to it." (Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Not Dead After All (B) Instant Until end of turn, target creature you control gains "When this creature dies, return it to the battlefield tapped under its owner's control, then create a Wicked Role token attached to it." (Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Orzhov Basilica Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {W}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Orzhov Basilica Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {W}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sign in Blood Sorcery Target player draws two cards and loses 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sign in Blood Sorcery Target player draws two cards and loses 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Troll of Khazad-dûm (5)(B) Creature -- Troll This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.) 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Troll of Khazad-dûm (5)(B) Creature -- Troll This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.) 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Troll of Khazad-dûm (5)(B) Creature -- Troll This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.) 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Troll of Khazad-dûm ⑤② Creature -- Troll This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.) 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Universal Automaton ① Artifact Creature -- Shapeshifter Changeling (This card is every creature type.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Universal Automaton ① Artifact Creature -- Shapeshifter Changeling (This card is every creature type.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Witch's Cottage Land -- Swamp {T}: Add {B}.) This land enters tapped unless you control three or more other Swamps. When this land enters untapped, you may put target creature card from your graveyard on top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Drown in Sorrow ①②② Sorcery All creatures get -2/-2 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drown in Sorrow ①②② Sorcery All creatures get -2/-2 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress ② Sorcery 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	Duress ② Sorcery 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

Duress ⓑ Sorcery 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	Extract a Confession ①ⓑ Sorcery As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.) Each opponent sacrifices a creature of their choice. If evidence was collected, instead each opponent sacrifices a creature with the greatest power among creatures they control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Extract a Confession ①ⓑ Sorcery As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.) Each opponent sacrifices a creature of their choice. If evidence was collected, instead each opponent sacrifices a creature with the greatest power among creatures they control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Extract a Confession ①ⓑ Sorcery As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.) Each opponent sacrifices a creature of their choice. If evidence was collected, instead each opponent sacrifices a creature with the greatest power among creatures they control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Faerie Macabre ①ⓑⓑ Creature -- Faerie Rogue Flying Discard this card: Exile up to two target cards from graveyards. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nihil Spellbomb ① Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nihil Spellbomb ① Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Okiba-Gang Shinobi ③ⓑⓑ Creature -- Rat Ninja Ninjutsu {3}{B} ({3}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, that player discards two cards. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Target creature gets -1/-1 until end of turn. If you control a Faerie, draw a card.

[sideboard]

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(B)

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[sideboard]

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