

Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Callous Sell-Sword 1 B Creature -- Human Soldier This creature enters with a +1/+1 counter on it for each creature that died under your control this turn. 2/2 ----- ADVENTURE ----- Burn Together R Sorcery -- Adventure Target creature you control deals damage equal to its power to any other target. Then sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Callous Sell-Sword 1 B Creature -- Human Soldier This creature enters with a +1/+1 counter on it for each creature that died under your control this turn. 2/2 ----- ADVENTURE ----- Burn Together R Sorcery -- Adventure Target creature you control deals damage equal to its power to any other target. Then sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clockwork Percussionist R Artifact Creature -- Monkey Toy Haste When this creature dies, exile the top card of your library. You may play it until the end of your next turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clockwork Percussionist R Artifact Creature -- Monkey Toy Haste When this creature dies, exile the top card of your library. You may play it until the end of your next turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Overlord of the Balemurk (3)(B)(B) Enchantment Creature -- Avatar Horror Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overlord of the Balemurk (3)(B)(B) Enchantment Creature -- Avatar Horror Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overlord of the Balemurk (3)(B)(B) Enchantment Creature -- Avatar Horror Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overlord of the Balemurk (3)(B)(B) Enchantment Creature -- Avatar Horror Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Scavenger's Talent (B) Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever one or more creatures you control die, create a Food token. This ability triggers only once each turn. {1}{B}: Level 2 Whenever you sacrifice a permanent, target player mills two cards. {2}{B}: Level 3 At the beginning of your end step, you may sacrifice three other nonland permanents. If you do, return a creature card from your graveyard to the battlefield with a finality counter on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scavenger's Talent (B) Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever one or more creatures you control die, create a Food token. This ability triggers only once each turn. {1}{B}: Level 2 Whenever you sacrifice a permanent, target player mills two cards. {2}{B}: Level 3 At the beginning of your end step, you may sacrifice three other nonland permanents. If you do, return a creature card from your graveyard to the battlefield with a finality counter on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Souls of the Lost (1)(B) Creature -- Spirit As an additional cost to cast this spell, discard a card or sacrifice a permanent. Fathomless descent -- Souls of the Lost's power is equal to the number of permanent cards in your graveyard and its toughness is equal to that number plus 1. */*+1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Torch the Tower (R) Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torch the Tower (R) Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torch the Tower (R) Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torch the Tower (R) Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. 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. [sideboard] 2/2 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. [sideboard] 2/2 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. [sideboard] 2/2 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. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck)

sheet 8/10 - 8 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.

Liliana of the Veil 1B3 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	Liliana of the Veil 1B3 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	Liliana of the Veil 1B3 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	Nowhere to Run 1B Enchantment Flash When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Sword of Once and Future ③ Artifact -- Equipment Equipped creature gets +2/+2 and has protection from blue and from black. Whenever equipped creature deals combat damage to a player, surveil 2. Then you may cast an instant or sorcery spell with mana value 2 or less from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead. Equip {2} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Virtue of Persistence ⑤B Enchantment At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. [sideboard] -- -- ADVENTURE -- -- Lothwain Scorn ①B Sorcery -- Adventure Target creature gets -3/-3 until end of turn. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Virtue of Persistence ⑤B Enchantment At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. [sideboard] -- -- ADVENTURE -- -- Lothwain Scorn ①B Sorcery -- Adventure Target creature gets -3/-3 until end of turn. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	