

Corpses of the Lost 2 B Enchantment Skeletons you control get +1/+0 and have haste. When this enchantment enters, create a 2/2 black Skeleton Pirate creature token. At the beginning of your end step, if you descended this turn, you may pay 1 life. If you do, return this enchantment to its owner's hand. (You descended if a permanent card was put into your graveyard from anywhere.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Corpses of the Lost 2 B Enchantment Skeletons you control get +1/+0 and have haste. When this enchantment enters, create a 2/2 black Skeleton Pirate creature token. At the beginning of your end step, if you descended this turn, you may pay 1 life. If you do, return this enchantment to its owner's hand. (You descended if a permanent card was put into your graveyard from anywhere.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Corpses of the Lost 2 B Enchantment Skeletons you control get +1/+0 and have haste. When this enchantment enters, create a 2/2 black Skeleton Pirate creature token. At the beginning of your end step, if you descended this turn, you may pay 1 life. If you do, return this enchantment to its owner's hand. (You descended if a permanent card was put into your graveyard from anywhere.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Corpses of the Lost 2 B Enchantment Skeletons you control get +1/+0 and have haste. When this enchantment enters, create a 2/2 black Skeleton Pirate creature token. At the beginning of your end step, if you descended this turn, you may pay 1 life. If you do, return this enchantment to its owner's hand. (You descended if a permanent card was put into your graveyard from anywhere.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Desolation Prowler 1 B Creature -- Wolf Pay 2 life: This creature gets +2/+2 until end of turn. Activate only once each turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Desolation Prowler 1 B Creature -- Wolf Pay 2 life: This creature gets +2/+2 until end of turn. Activate only once each turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Desolation Prowler 1 B Creature -- Wolf Pay 2 life: This creature gets +2/+2 until end of turn. Activate only once each turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Desolation Prowler 1 B Creature -- Wolf Pay 2 life: This creature gets +2/+2 until end of turn. Activate only once each turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dissection Practice B Instant Target opponent loses 1 life and you gain 1 life. Up to one target creature gets +1/+1 until end of turn. Up to one target creature gets -1/-1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dissection Practice B Instant Target opponent loses 1 life and you gain 1 life. Up to one target creature gets +1/+1 until end of turn. Up to one target creature gets -1/-1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dissection Practice B Instant Target opponent loses 1 life and you gain 1 life. Up to one target creature gets +1/+1 until end of turn. Up to one target creature gets -1/-1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dissection Practice B Instant Target opponent loses 1 life and you gain 1 life. Up to one target creature gets +1/+1 until end of turn. Up to one target creature gets -1/-1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Forsaken Miner B Creature -- Skeleton Rogue This creature can't block. Whenever you commit a crime, you may pay {B}. If you do, return this card from your graveyard to the battlefield. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forsaken Miner B Creature -- Skeleton Rogue This creature can't block. Whenever you commit a crime, you may pay {B}. If you do, return this card from your graveyard to the battlefield. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forsaken Miner B Creature -- Skeleton Rogue This creature can't block. Whenever you commit a crime, you may pay {B}. If you do, return this card from your graveyard to the battlefield. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forsaken Miner B Creature -- Skeleton Rogue This creature can't block. Whenever you commit a crime, you may pay {B}. If you do, return this card from your graveyard to the battlefield. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gollum, Riddle Master ①② Legendary Creature -- Halfling Horror As Gollum enters, choose odd or even. (Zero is even.) Whenever an opponent casts a spell with mana value of the chosen quality, choose one that hasn't been chosen -- * Put a +1/+1 counter on Gollum. * Each opponent loses 2 life and you gain 2 life. * Draw a card. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gollum, Riddle Master ①② Legendary Creature -- Halfling Horror As Gollum enters, choose odd or even. (Zero is even.) Whenever an opponent casts a spell with mana value of the chosen quality, choose one that hasn't been chosen -- * Put a +1/+1 counter on Gollum. * Each opponent loses 2 life and you gain 2 life. * Draw a card. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gollum, Riddle Master ①② Legendary Creature -- Halfling Horror As Gollum enters, choose odd or even. (Zero is even.) Whenever an opponent casts a spell with mana value of the chosen quality, choose one that hasn't been chosen -- * Put a +1/+1 counter on Gollum. * Each opponent loses 2 life and you gain 2 life. * Draw a card. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Iridescent Vinelasher ② Creature -- Lizard Assassin Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) Landfall -- Whenever a land you control enters, this creature deals 1 damage to target opponent. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Nighthowl Pursuer (B) Creature -- Wolf Menace (This creature can't be blocked except by two or more creatures.) Ferocious -- Whenever this creature attacks while you control a creature with power 4 or greater, this creature gets +2/+2 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nighthowl Pursuer (B) Creature -- Wolf Menace (This creature can't be blocked except by two or more creatures.) Ferocious -- Whenever this creature attacks while you control a creature with power 4 or greater, this creature gets +2/+2 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nighthowl Pursuer (B) Creature -- Wolf Menace (This creature can't be blocked except by two or more creatures.) Ferocious -- Whenever this creature attacks while you control a creature with power 4 or greater, this creature gets +2/+2 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Realm of Koh Land This land enters tapped unless you control a basic land. {T}: Add {B}. {3}{B}, {T}: Create a 1/1 colorless Spirit creature token with "This token can't block or be blocked by non-Spirit creatures." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Realm of Koh Land This land enters tapped unless you control a basic land. {T}: Add {B}. {3}{B}, {T}: Create a 1/1 colorless Spirit creature token with "This token can't block or be blocked by non-Spirit creatures." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Requiting Hex (B) Instant As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Requiting Hex (B) Instant As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shoot the Sheriff (1)(B) Instant Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shoot the Sheriff

① ②

Instant

Destroy target non-outlaw creature.
(Assassins, Mercenaries, Pirates,
Rogues, and Warlocks are outlaws.
Everyone else is fair game.)

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Soulstone Sanctuary

Land

{T}: Add {C}.
{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.

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Sunset Saboteur

① ⑧

Creature -- Human Rogue

Menace
Ward--Discard a card.
Whenever this creature attacks, put
a +1/+1 counter on target creature
an opponent controls.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunset Saboteur

① ② B

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ultrasuperbob - Standard v3 Group A94F63 (Corpses of the Lost, Forsaken M

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 5/10 - 8 cards - 2.5 x 3.5 in each

Sunset Saboteur 1 B Creature -- Human Rogue Menace Ward--Discard a card. Whenever this creature attacks, put a +1/+1 counter on target creature an opponent controls. 4/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunset Saboteur 1 B Creature -- Human Rogue Menace Ward--Discard a card. Whenever this creature attacks, put a +1/+1 counter on target creature an opponent controls. 4/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Aclazotz, Deepest Betrayal Card [sideboard] ----- OTHER FACE ----- Aclazotz, Deepest Betrayal Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aclazotz, Deepest Betrayal Card [sideboard] ----- OTHER FACE ----- Aclazotz, Deepest Betrayal Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deep-Cavern Bat 1B 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. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deep-Cavern Bat 1B 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. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Gollum the Abandoned ① ②

Legendary Creature -- Halfling Horror

Gollum can't block.
When Gollum enters, exile up to one target card from an opponent's graveyard. Each opponent loses 2 life.
{2}, Sacrifice an artifact or creature: Return this card from your graveyard to your hand. Activate only as a sorcery.

[sideboard]

2/2

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[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Requiting Hex ②

Instant

As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)
Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev