

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
Blazemire Verge Land {T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blazemire Verge Land {T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blazemire Verge Land {T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blazemire Verge Land {T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Bleachbone Verge Land {T}: Add {B}. {T}: Add {W}. Activate only if you control a Plains or a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bleachbone Verge Land {T}: Add {B}. {T}: Add {W}. Activate only if you control a Plains or a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Corrupted Conviction Instant As an additional cost to cast this spell, sacrifice a creature. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Corrupted Conviction Instant As an additional cost to cast this spell, sacrifice a creature. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Diabolic Intent ①B Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diabolic Intent ①B Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diabolic Intent ①B Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gleaming Barrier ② Artifact Creature -- Wall Defender When this creature dies, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Greedy Freebooter (B) Creature -- Human Pirate When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}", Sacrifice this token: Add one mana of any color.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greedy Freebooter (B) Creature -- Human Pirate When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}", Sacrifice this token: Add one mana of any color.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greedy Freebooter (B) Creature -- Human Pirate When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}", Sacrifice this token: Add one mana of any color.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Imodane's Recruiter (2)(R) Creature -- Human Knight When this creature enters, creatures you control get +1/+0 and gain haste until end of turn. 2/2 ----- ADVENTURE ----- Train Troops (4)(W) Sorcery -- Adventure Create two 2/2 white Knight creature tokens with vigilance. (Then exile this card. You may cast the creature later from exile.) 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - Kudo, Koichi - Standard (????????????????????Japan Standard Cup: "Ta sheet 4/10 - 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;
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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 PLAYbotbox.dev	Scrapwork Mutt 2 Artifact Creature -- Dog When this creature enters, you may discard a card. If you do, draw a card. Unearth {1}{R} ({1}{R}: 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.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scrapwork Mutt 2 Artifact Creature -- Dog When this creature enters, you may discard a card. If you do, draw a card. Unearth {1}{R} ({1}{R}: 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.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scrapwork Mutt 2 Artifact Creature -- Dog When this creature enters, you may discard a card. If you do, draw a card. Unearth {1}{R} ({1}{R}: 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.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. 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	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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The Sibsig Ceremony B B B Legendary Enchantment Creature spells you cast cost {2} less to cast. Whenever a creature you control enters, if you cast it, destroy that creature, then create a 2/2 black Zombie Druid creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Sibsig Ceremony B B B Legendary Enchantment Creature spells you cast cost {2} less to cast. Whenever a creature you control enters, if you cast it, destroy that creature, then create a 2/2 black Zombie Druid creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Sibsig Ceremony B B B Legendary Enchantment Creature spells you cast cost {2} less to cast. Whenever a creature you control enters, if you cast it, destroy that creature, then create a 2/2 black Zombie Druid creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Sibsig Ceremony B B B Legendary Enchantment Creature spells you cast cost {2} less to cast. Whenever a creature you control enters, if you cast it, destroy that creature, then create a 2/2 black Zombie Druid creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Unscrupulous Contractor ②⑧ Creature -- Human Assassin When this creature enters, you may sacrifice a creature. When you do, target player draws two cards and loses 2 life. Plot {2}{B} (You may pay {2}{B} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unscrupulous Contractor ②⑧ Creature -- Human Assassin When this creature enters, you may sacrifice a creature. When you do, target player draws two cards and loses 2 life. Plot {2}{B} (You may pay {2}{B} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unscrupulous Contractor ②⑧ Creature -- Human Assassin When this creature enters, you may sacrifice a creature. When you do, target player draws two cards and loses 2 life. Plot {2}{B} (You may pay {2}{B} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unscrupulous Contractor ②⑧ Creature -- Human Assassin When this creature enters, you may sacrifice a creature. When you do, target player draws two cards and loses 2 life. Plot {2}{B} (You may pay {2}{B} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Caustic Bronco ①⑧ Creature -- Snake Horse Mount Whenever this creature attacks, reveal the top card of your library and put it into your hand. You lose life equal to that card's mana value if this creature isn't saddled. Otherwise, each opponent loses that much life. Saddle 3 (Tap any number of other creatures you control with total power 3 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Caustic Bronco ①⑧ Creature -- Snake Horse Mount Whenever this creature attacks, reveal the top card of your library and put it into your hand. You lose life equal to that card's mana value if this creature isn't saddled. Otherwise, each opponent loses that much life. Saddle 3 (Tap any number of other creatures you control with total power 3 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Caustic Bronco ①⑧ Creature -- Snake Horse Mount Whenever this creature attacks, reveal the top card of your library and put it into your hand. You lose life equal to that card's mana value if this creature isn't saddled. Otherwise, each opponent loses that much life. Saddle 3 (Tap any number of other creatures you control with total power 3 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Caustic Bronco ①⑧ Creature -- Snake Horse Mount Whenever this creature attacks, reveal the top card of your library and put it into your hand. You lose life equal to that card's mana value if this creature isn't saddled. Otherwise, each opponent loses that much life. Saddle 3 (Tap any number of other creatures you control with total power 3 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

Desperate Measures B Instant Target creature gets +1/-1 until end of turn. When it dies under your control this turn, draw two cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Courage 2 R R Enchantment Creature -- Dog Glimmer Whenever another creature you control enters, it gets +2/+0 and gains haste until end of turn. When Enduring Courage dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Courage 2 R R Enchantment Creature -- Dog Glimmer Whenever another creature you control enters, it gets +2/+0 and gains haste until end of turn. When Enduring Courage dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Courage 2 R R Enchantment Creature -- Dog Glimmer Whenever another creature you control enters, it gets +2/+0 and gains haste until end of turn. When Enduring Courage dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Feed the Swarm 1 B Sorcery Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Feed the Swarm 1 B Sorcery Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Feed the Swarm 1 B Sorcery Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gearbane Orangutan 2 R Creature -- Ape Reach When this creature enters, choose one -- * Destroy up to one target artifact. * Sacrifice an artifact. If you do, put two +1/+1 counters on this creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Reach
When this creature enters, choose one --

- * Destroy up to one target artifact.
- * Sacrifice an artifact. If you do, put two +1/+1 counters on this creature.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

Menace
When this creature enters, other creatures get -2/-2 until end of turn.
{1}{B}, Discard this card: Target creature gets -2/-2 until end of turn.

[sidebar]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

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[sidebar]

5/4

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