

Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cecil, Dark Knight B Legendary Creature -- Human Knight Deathtouch Darkness -- Whenever Cecil deals damage, you lose that much life. Then if your life total is less than or equal to half your starting life total, untap Cecil and transform it. 2/3 --- BACK FACE --- Cecil, Redeemed Paladin Legendary Creature -- Human Knight Lifelink Protect -- Whenever Cecil attacks, other attacking creatures gain indestructible until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fynn, the Fangbearer 16 Legendary Creature -- Human Warrior Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) Whenever a creature you control with deathtouch deals combat damage to a player, that player gets two poison counters. (A player with ten or more poison counters loses the game.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fynn, the Fangbearer 16 Legendary Creature -- Human Warrior Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) Whenever a creature you control with deathtouch deals combat damage to a player, that player gets two poison counters. (A player with ten or more poison counters loses the game.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fynn, the Fangbearer 16 Legendary Creature -- Human Warrior Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) Whenever a creature you control with deathtouch deals combat damage to a player, that player gets two poison counters. (A player with ten or more poison counters loses the game.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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1/3

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Land

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When this land enters, you gain 1 life.
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① B B

Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)

Other Rats you control have toxic 1. When Karumonix enters, look at the top five cards of your library. You may reveal any number of Rat cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in a random order.

3/3

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2 B

Whenever another Rat you control enters, exile up to one target card from an opponent's graveyard. At the beginning of combat on your turn, create a 1/1 black Rat creature token with "This token can't block."

3/3

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This creature enters with X +1/+1 counters on it.
{4}: Put a +1/+1 counter on this creature.
When this creature dies, draw a card for each +1/+1 counter on it.

0/0

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Marketback Walker (X)(X) Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. {4}: Put a +1/+1 counter on this creature. When this creature dies, draw a card for each +1/+1 counter on it. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mirrex Land -- Sphere {T}: Add {C}. {T}: Add one mana of any color. Activate only if this land entered this turn. {3}, {T}: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." (Players dealt combat damage by it also get a poison counter.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Myr Convert (2) Artifact Creature -- Phyrexian Myr Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) {T}, Pay 2 life: Add one mana of any color. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Myr Convert (2) Artifact Creature -- Phyrexian Myr Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) {T}, Pay 2 life: Add one mana of any color. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Playtest cards - SteveP - Pioneer (Peasant Pioneer 3: The Reckoning)

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 4/10 - 8 cards - 2.5 x 3.5 in each

①

Equipped creature gets +0/+2 and has toxic 1. (Players dealt combat damage by equipped creature also get a poison counter.)

Equip {1}

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Flying, deathtouch, lifelink
Renew -- {2}{B}, Exile this card
from your graveyard: Put a flying
counter, a deathtouch counter, and a
lifelink counter on target creature.
Activate only as a sorcery.

3/3

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Skulk (This creature can't be blocked by creatures with greater power.)

Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)

1/1

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1/1

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①

Equipped creature has skulk. (It can't be blocked by creatures with greater power.) Whenever equipped creature deals combat damage to a player, you may draw a card. If you do, discard a card.

Equip {2}

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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	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Thieves' Tools1B Artifact -- Equipment When this Equipment enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Equipped creature can't be blocked as long as its power is 3 or less. Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thieves' Tools1B Artifact -- Equipment When this Equipment enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Equipped creature can't be blocked as long as its power is 3 or less. Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thieves' Tools1B Artifact -- Equipment When this Equipment enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Equipped creature can't be blocked as long as its power is 3 or less. Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thieves' Tools1B Artifact -- Equipment When this Equipment enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Equipped creature can't be blocked as long as its power is 3 or less. Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Virulent Silencer 3 Artifact Creature -- Robot Assassin Whenever a nontoken artifact creature you control deals combat damage to a player, that player gets two poison counters. (A player with ten or more poison counters loses the game.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Virulent Silencer 3 Artifact Creature -- Robot Assassin Whenever a nontoken artifact creature you control deals combat damage to a player, that player gets two poison counters. (A player with ten or more poison counters loses the game.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Virulent Silencer 3 Artifact Creature -- Robot Assassin Whenever a nontoken artifact creature you control deals combat damage to a player, that player gets two poison counters. (A player with ten or more poison counters loses the game.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Virulent Silencer 3 Artifact Creature -- Robot Assassin Whenever a nontoken artifact creature you control deals combat damage to a player, that player gets two poison counters. (A player with ten or more poison counters loses the game.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Anoint with Affliction 1B Instant Exile target creature if it has mana value 3 or less. Corrupted -- Exile that creature instead if its controller has three or more poison counters. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Anoint with Affliction 1B Instant Exile target creature if it has mana value 3 or less. Corrupted -- Exile that creature instead if its controller has three or more poison counters. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Anoint with Affliction 1B Instant Exile target creature if it has mana value 3 or less. Corrupted -- Exile that creature instead if its controller has three or more poison counters. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Anoint with Affliction 1B Instant Exile target creature if it has mana value 3 or less. Corrupted -- Exile that creature instead if its controller has three or more poison counters. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cut Down B Instant Destroy target creature with total power and toughness 5 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cut Down B Instant Destroy target creature with total power and toughness 5 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cut Down B Instant Destroy target creature with total power and toughness 5 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drown in Ichor 1B Sorcery Target creature gets -4/-4 until end of turn. Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Drown in Ichor 1B Sorcery Target creature gets -4/-4 until end of turn. Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Feed the Infection 3B Sorcery You draw three cards and you lose 3 life. Corrupted -- Each opponent who has three or more poison counters loses 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Invoke Despair 1BBB Sorcery Target opponent sacrifices a creature of their choice. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Invoke Despair 1BBB Sorcery Target opponent sacrifices a creature of their choice. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Vraska's Fall 2B Instant Each opponent sacrifices a creature or planeswalker of their choice and gets a poison counter. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vraska's Fall 2B Instant Each opponent sacrifices a creature or planeswalker of their choice and gets a poison counter. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vraska's Fall 2B Instant Each opponent sacrifices a creature or planeswalker of their choice and gets a poison counter. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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