

Ashiok, Nightmare Muse 3UB Legendary Planeswalker -- Ashiok [+1]: Create a 2/3 blue and black Nightmare creature token with "Whenever this token attacks or blocks, each opponent exiles the top two cards of their library." [-3]: Return target nonland permanent to its owner's hand, then that player exiles a card from their hand. [-7]: You may cast up to three spells from among face-up cards your opponents own from exile without paying their mana costs. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ashiok, Nightmare Muse 3UB Legendary Planeswalker -- Ashiok [+1]: Create a 2/3 blue and black Nightmare creature token with "Whenever this token attacks or blocks, each opponent exiles the top two cards of their library." [-3]: Return target nonland permanent to its owner's hand, then that player exiles a card from their hand. [-7]: You may cast up to three spells from among face-up cards your opponents own from exile without paying their mana costs. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Crypt Land -- Swamp Mountain ({T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Crypt Land -- Swamp Mountain ({T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Blood Crypt Land -- Swamp Mountain ({T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bonecrusher Giant 2R Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. 4/3 ----- ADVENTURE ----- Stomp 1R Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bonecrusher Giant 2R Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. 4/3 ----- ADVENTURE ----- Stomp 1R Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bonecrusher Giant 2R Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. 4/3 ----- ADVENTURE ----- Stomp 1R Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Discovery 1U/B Sorcery Surveil 2, then draw a card. (To surveil 2, look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) ----- RIGHT HALF ----- Dispersal 3UB Instant Each opponent returns a nonland permanent they control with the greatest mana value among permanents they control to its owner's hand, then discards a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Discovery 1U/B Sorcery Surveil 2, then draw a card. (To surveil 2, look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) ----- RIGHT HALF ----- Dispersal 3UB Instant Each opponent returns a nonland permanent they control with the greatest mana value among permanents they control to its owner's hand, then discards a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dragonskull Summit Land This land enters tapped unless you control a Swamp or a Mountain. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drowned Catacomb Land This land enters tapped unless you control an Island or a Swamp. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Fable of the Mirror-Breaker 2R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Reflection of Kiki-Jiki Enchantment Creature -- Goblin Shaman {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fable of the Mirror-Breaker 2R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Reflection of Kiki-Jiki Enchantment Creature -- Goblin Shaman {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fable of the Mirror-Breaker 2R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Reflection of Kiki-Jiki Enchantment Creature -- Goblin Shaman {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fable of the Mirror-Breaker 2R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Reflection of Kiki-Jiki Enchantment Creature -- Goblin Shaman {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fatal Push B Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fatal Push B Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fatal Push B Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Field of Ruin Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Field of Ruin Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Go for the Throat Instant Destroy target nonartifact creature. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Graveyard Trespasser Creature -- Human Werewolf Ward--Discard a card. Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 3/3 Graveyard Glutton Creature -- Werewolf Ward--Discard a card. Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Graveyard Trespasser Creature -- Human Werewolf Ward--Discard a card. Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 3/3 Graveyard Glutton Creature -- Werewolf Ward--Discard a card. Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kolaghan's Command 1BR Instant Choose two -- * Return target creature card from your graveyard to your hand. * Target player discards a card. * Destroy target artifact. * Kolaghan's Command deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kroxa, Titan of Death's Hunger BR Legendary Creature -- Elder Giant When Kroxa enters, sacrifice it unless it escaped. Whenever Kroxa enters or attacks, each opponent discards a card, then each opponent who didn't discard a nonland card this way loses 3 life. Escape--{B}{B}{R}{R}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Kroxa, Titan of Death's Hunger BR Legendary Creature -- Elder Giant When Kroxa enters, sacrifice it unless it escaped. Whenever Kroxa enters or attacks, each opponent discards a card, then each opponent who didn't discard a nonland card this way loses 3 life. Escape--{B}{B}{R}{R}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Liliana of the Veil 1BB 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. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Molten Collapse BR Sorcery Choose one. If you descended this turn, you may choose both instead. (You descended if a permanent card was put into your graveyard from anywhere.) * Destroy target creature or planeswalker. * Destroy target noncreature, nonland permanent with mana value 1 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Molten Collapse BR Sorcery Choose one. If you descended this turn, you may choose both instead. (You descended if a permanent card was put into your graveyard from anywhere.) * Destroy target creature or planeswalker. * Destroy target noncreature, nonland permanent with mana value 1 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nicol Bolas, the Ravager 1UBR Legendary Creature -- Elder Dragon Flying When Nicol Bolas enters, each opponent discards a card. {4}{U}{B}{R}: Exile Nicol Bolas, then return him to the battlefield transformed under his owner's control. Activate only as a sorcery. 4/4 --- BACK FACE --- Nicol Bolas, the Arisen Legendary Planeswalker -- Bolas [+2]: Draw two cards. [-3]: Nicol Bolas deals 10 damage to target creature or planeswalker. [-4]: Put target creature or planeswalker card from a graveyard onto the battlefield under your control. [-12]: Exile all but the bottom card of target player's library. L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nicol Bolas, the Ravager 1UBR Legendary Creature -- Elder Dragon Flying When Nicol Bolas enters, each opponent discards a card. {4}{U}{B}{R}: Exile Nicol Bolas, then return him to the battlefield transformed under his owner's control. Activate only as a sorcery. 4/4 --- BACK FACE --- Nicol Bolas, the Arisen Legendary Planeswalker -- Bolas [+2]: Draw two cards. [-3]: Nicol Bolas deals 10 damage to target creature or planeswalker. [-4]: Put target creature or planeswalker card from a graveyard onto the battlefield under your control. [-12]: Exile all but the bottom card of target player's library. L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Reckoner Bankbuster 2 Artifact -- Vehicle This Vehicle enters with three charge counters on it. {2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater." Crew 3 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reckoner Bankbuster 2 Artifact -- Vehicle This Vehicle enters with three charge counters on it. {2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater." Crew 3 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rekindling Phoenix 2RR Creature -- Phoenix Flying When this creature dies, create a 0/1 red Elemental creature token with "At the beginning of your upkeep, sacrifice this token and return target card named Rekindling Phoenix from your graveyard to the battlefield. It gains haste until end of turn." 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheoldred, the Apocalypse 2BB Legendary Creature -- Phyrexian Praetor Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Chyn, Albert - Explorer (Crew3 Online Showdown #3)

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 6/10 - 8 cards - 2.5 x 3.5 in each

Steam Vents Land -- Island Mountain (T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steam Vents Land -- Island Mountain (T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. 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
Thoughtseize Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Watery Grave

Land -- Island Swamp

($\{T\}$: Add $\{U\}$ or $\{B\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Watery Grave

Land -- Island Swamp

{T}: Add {U} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Watery Grave

Land -- Island Swamp

(T: Add {U} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Xander 's Lounge

Land -- Island Swamp Mountain

({T}: Add {U}, {B}, or {R}.)
 This land enters tapped.
 Cycling {3} ({3}, Discard this card:
 Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Instant

Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape--^{3}[B], Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Instant

Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape--**{3}{B}**, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

[sidebar]

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Artifact

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

Artifact

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Extinction Event (3)(B) Sorcery Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.) [sideboard]	Extinction Event (3)(B) Sorcery Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.) [sideboard]	Go Blank (2)(B) Sorcery Target player discards two cards. Then exile that player's graveyard. [sideboard]	Go Blank (2)(B) Sorcery Target player discards two cards. Then exile that player's graveyard. [sideboard]
Kolaghan's Command (1)(B)(R) Instant Choose two -- * Return target creature card from your graveyard to your hand. * Target player discards a card. * Destroy target artifact. * Kolaghan's Command deals 2 damage to any target. [sideboard]	Lithomantic Barrage (R) Sorcery This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue. [sideboard]	Lithomantic Barrage (R) Sorcery This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue. [sideboard]	Mystical Dispute (2)(U) Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard]
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mystical Dispute 2 U Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Noxious Grasp 1 B Instant Destroy target creature or planeswalker that's green or white. You gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Noxious Grasp 1 B Instant Destroy target creature or planeswalker that's green or white. You gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	