

B G

This spell can't be countered.
Destroy target nonland permanent
with mana value 3 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B G

This spell can't be countered.
Destroy target nonland permanent
with mana value 3 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/B 2/B 2/B

{2/B} can be paid with any two mana or with {B}. This card's mana value is 6.)

Search your library for a card with mana value less than or equal to the number of lands you control, reveal it, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/B 2/B 2/B

{2/B} can be paid with any two mana or with {B}. This card's mana value is 6.)

Search your library for a card with mana value less than or equal to the number of lands you control, reveal it, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(2/B)(2/B)(2/B)

{2/B} can be paid with any two mana or with {B}. This card's mana value is 6.)

Search your library for a card with mana value less than or equal to the number of lands you control, reveal it, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

($\{T\}$: 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

($\{T\}$: 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

($\{T\}$: 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

Chromatic Lantern

③

Artifact

Lands you control have "{T}: Add one mana of any color."
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

City of Brass

Land

Whenever this land becomes tapped,
it deals 1 damage to you.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

City of Brass

Land

Whenever this land becomes tapped,
it deals 1 damage to you.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deathrite Shaman

B/G

Creature -- Elf Shaman

{T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)

{B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.

{G}, {T}: Exile target creature card from a graveyard. You gain 2 life.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deathrite Shaman

(B/G)

Creature -- Elf Shaman

{T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)

{B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.

{G}, {T}: Exile target creature card from a graveyard. You gain 2 life.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Demigod of Revenge

(B/R)(B/R)(B/R)(B/R)(B/R)

Creature -- Spirit Avatar

When you cast this spell, return all cards named Demigod of Revenge from your graveyard to the battlefield. Flying, haste

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Demigod of Revenge

(B/R)(B/R)(B/R)(B/R)(B/R)

Creature -- Spirit Avatar

When you cast this spell, return all cards named Demigod of Revenge from your graveyard to the battlefield. Flying, haste

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Oops! - Standard (Fantasy Standard)

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 2/10 - 8 cards - 2.5 x 3.5 in each

Demigod of Revenge B R B R B R B R Creature -- Spirit Avatar When you cast this spell, return all cards named Demigod of Revenge from your graveyard to the battlefield. Flying, haste 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Demigod of Revenge B R B R B R B R Creature -- Spirit Avatar When you cast this spell, return all cards named Demigod of Revenge from your graveyard to the battlefield. Flying, haste 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Desecration Demon 2 B B Creature -- Demon Flying At the beginning of each combat, any opponent may sacrifice a creature of their choice. If a player does, tap this creature and put a +1/+1 counter on it. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Desecration Demon 2 B B Creature -- Demon Flying At the beginning of each combat, any opponent may sacrifice a creature of their choice. If a player does, tap this creature and put a +1/+1 counter on it. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Desecration Demon 2 B B Creature -- Demon Flying At the beginning of each combat, any opponent may sacrifice a creature of their choice. If a player does, tap this creature and put a +1/+1 counter on it. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Desecration Demon 2 B B Creature -- Demon Flying At the beginning of each combat, any opponent may sacrifice a creature of their choice. If a player does, tap this creature and put a +1/+1 counter on it. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dreadbore B R Sorcery Destroy target creature or planeswalker. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dreadbore B R Sorcery Destroy target creature or planeswalker. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ebon Stronghold Land This land enters tapped. {T}: Add {B}. {T}, Sacrifice this land: Add {B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ebon Stronghold Land This land enters tapped. {T}: Add {B}. {T}, Sacrifice this land: Add {B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal Push 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 PLAYbotbox.dev	Fatal Push 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 PLAYbotbox.dev
Fatal Push 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 PLAYbotbox.dev	Fatal Push 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 PLAYbotbox.dev	Fulminator Mage Creature -- Elemental Shaman Sacrifice this creature: Destroy target nonbasic land. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fulminator Mage Creature -- Elemental Shaman Sacrifice this creature: Destroy target nonbasic land. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Fulminator Mage 1 B/R B/R Creature -- Elemental Shaman Sacrifice this creature: Destroy target nonbasic land. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fulminator Mage 1 B/R B/R Creature -- Elemental Shaman Sacrifice this creature: Destroy target nonbasic land. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jester's Scepter 3 Artifact When this artifact enters, exile the top five cards of target player's library face down. You may look at those cards for as long as they remain exiled. {2}, {T}, Put a card exiled with this artifact into its owner's graveyard: Counter target spell if it has the same name as that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jester's Scepter 3 Artifact When this artifact enters, exile the top five cards of target player's library face down. You may look at those cards for as long as they remain exiled. {2}, {T}, Put a card exiled with this artifact into its owner's graveyard: Counter target spell if it has the same name as that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Kiku's Shadow B B Sorcery Target creature deals damage to itself equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overgrown Tomb Land -- Swamp Forest ({T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overgrown Tomb Land -- Swamp Forest ({T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overgrown Tomb Land -- Swamp Forest ({T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Oops! - Standard (Fantasy Standard)

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

Overgrown Tomb

Land -- Swamp Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Perish (2)(B)

Sorcery

Destroy all green creatures. They
can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Swamp

Basic Snow Land -- Swamp

$$(\{T\}: \text{Add } \{B\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Swamp

Basic Snow Land -- Swamp

$$(\{T\}: \text{Add } \{B\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Swamp

Basic Snow Land -- Swamp

$$(\{T\}: \text{Add } \{B\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Swamp

Basic Snow Land -- Swamp

$$(\{T\}: \text{Add } \{B\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Swamp

Basic Snow Land -- Swamp

$$(\{T\}: \text{Add } \{B\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Swamp

Basic Snow Land -- Swamp

$$(\{T\}: \text{Add } \{B\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - 00psl - Standard (Fantasy Standard)	sheet 6/10 - 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.

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

Snow-Covered Swamp Basic Snow Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Swamp Basic Snow Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Swamp Basic Snow Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Swamp Basic Snow Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Snow-Covered Swamp Basic Snow Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ultimate Price Instant Destroy target monocolored creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vampiric Tutor Instant Search your library for a card, then shuffle and put that card on top. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Volrath's Stronghold Legendary Land {T}: Add {C}. {1}{B}, {T}: Put target creature card from your graveyard on top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Vraska the Unseen (3)(B)(G) Legendary Planeswalker -- Vraska [+1]: Until your next turn, whenever a creature deals combat damage to Vraska, destroy that creature. [-3]: Destroy target nonland permanent. [-7]: Create three 1/1 black Assassin creature tokens with "Whenever this token deals combat damage to a player, that player loses the game." L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Yahenni's Expertise (2)(B)(B) Sorcery All creatures get -3/-3 until end of turn. You may cast a spell with mana value 3 or less from your hand without paying its mana cost. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Yahenni's Expertise (2)(B)(B) Sorcery All creatures get -3/-3 until end of turn. You may cast a spell with mana value 3 or less from your hand without paying its mana cost. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Yahenni's Expertise (2)(B)(B) Sorcery All creatures get -3/-3 until end of turn. You may cast a spell with mana value 3 or less from your hand without paying its mana cost. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Deathrite Shaman (B)(G) Creature -- Elf Shaman {T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.) {B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life. {G}, {T}: Exile target creature card from a graveyard. You gain 2 life. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dreadbore (B)(R) Sorcery Destroy target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gifted Aetherborn (B)(B) Creature -- Aetherborn Vampire Deathtouch, lifelink [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gifted Aetherborn (B)(B) Creature -- Aetherborn Vampire Deathtouch, lifelink [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - Oopsl - Standard (Fantasy Standard)

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

Gifted Aetherborn (B)(B) Creature -- Aetherborn Vampire Deathtouch, lifelink [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Perish (2)(B) Sorcery Destroy all green creatures. They can't be regenerated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Perish (2)(B) Sorcery Destroy all green creatures. They can't be regenerated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pithing Needle (1) Artifact As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pithing Needle (1) Artifact As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rakdos Charm (B)(R) Instant Choose one -- * Exile target player's graveyard. * Destroy target artifact. * Each creature deals 1 damage to its controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rakdos Charm (B)(R) Instant Choose one -- * Exile target player's graveyard. * Destroy target artifact. * Each creature deals 1 damage to its controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Slaughter Games (2)(B)(R) Sorcery This spell can't be countered. Choose a nonland card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Oopsl - Standard (Fantasy Standard)

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 9/10 - 8 cards - 2.5 x 3.5 in each

Slaughter Games 2 B R Sorcery This spell can't be countered. Choose a nonland card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Slaughter Games 2 B R Sorcery This spell can't be countered. Choose a nonland card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tranquility 2 G Sorcery Destroy all enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

Playtest cards - Oopsl - Standard (Fantasy Standard)

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 10/10 - 3 cards - 2.5 x 3.5 in each