

Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dauthi Slayer B B Creature -- Dauthi Soldier Shadow (This creature can block or be blocked by only creatures with shadow.) This creature attacks each combat if able. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dauthi Slayer B B Creature -- Dauthi Soldier Shadow (This creature can block or be blocked by only creatures with shadow.) This creature attacks each combat if able. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dauthi Slayer B B Creature -- Dauthi Soldier Shadow (This creature can block or be blocked by only creatures with shadow.) This creature attacks each combat if able. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dauthi Slayer B B Creature -- Dauthi Soldier Shadow (This creature can block or be blocked by only creatures with shadow.) This creature attacks each combat if able. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① R R

Enchant creature
Whenever enchanted creature deals
combat damage to a player, that
player sacrifices a land of their
choice.

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B

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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① R R

First strike, haste
Discard a card at random: This
creature gains protection from white
until end of turn.

2/2

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First strike, haste
Discard a card at random: This creature gains protection from white until end of turn.

2/2

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

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.

Hell-Bent Raider (1)(R)(R) Creature -- Human Barbarian First strike, haste Discard a card at random: This creature gains protection from white until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hell-Bent Raider (1)(R)(R) Creature -- Human Barbarian First strike, haste Discard a card at random: This creature gains protection from white until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hypnotic Specter (1)(B)(B) Creature -- Specter Flying Whenever this creature deals damage to an opponent, that player discards a card at random. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hypnotic Specter (1)(B)(B) Creature -- Specter Flying Whenever this creature deals damage to an opponent, that player discards a card at random. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hypnotic Specter (1)(B)(B) Creature -- Specter Flying Whenever this creature deals damage to an opponent, that player discards a card at random. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hypnotic Specter (1)(B)(B) Creature -- Specter Flying Whenever this creature deals damage to an opponent, that player discards a card at random. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kris Mage (R) Creature -- Human Spellshaper {R}, {T}, Discard a card: This creature deals 1 damage to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kris Mage (R) Creature -- Human Spellshaper {R}, {T}, Discard a card: This creature deals 1 damage to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kris Mage R Creature -- Human Spellshaper {R}, {T}, Discard a card: This creature deals 1 damage to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kris Mage R Creature -- Human Spellshaper {R}, {T}, Discard a card: This creature deals 1 damage to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lavaborn Muse 3R Creature -- Spirit At the beginning of each opponent's upkeep, if that player has two or fewer cards in hand, this creature deals 3 damage to that player. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lavaborn Muse 3R Creature -- Spirit At the beginning of each opponent's upkeep, if that player has two or fewer cards in hand, this creature deals 3 damage to that player. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) 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 PLAY botbox.dev	Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Terminate Instant Destroy target creature. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Terminate Instant Destroy target creature. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Terminate Instant Destroy target creature. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Terminate Instant Destroy target creature. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Unearth B Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unearth B Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unearth B Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unearth B Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Flaring Pain 1R Instant Damage can't be prevented this turn. Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flaring Pain 1R Instant Damage can't be prevented this turn. Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nevinyrral's Disk 4 Artifact This artifact enters tapped. {1}, {T}: Destroy all artifacts, creatures, and enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Perish 2B Sorcery Destroy all green creatures. They can't be regenerated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - marxthemarx - Premodern (Monthly Premodern) sheet 9/10 - 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.

①

{T}, Sacrifice this artifact: Exile target player's graveyard.

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