

<div><div><div>Bitter Triumph<div><div>1</div><div>B</div></div></div><div>Instant</div><div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Bitter Triumph<div><div>1</div><div>B</div></div></div><div>Instant</div><div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Bitter Triumph<div><div>1</div><div>B</div></div></div><div>Instant</div><div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Bitter Triumph<div><div>1</div><div>B</div></div></div><div>Instant</div><div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>
<div><div><div>Blanchwood Prowler<div><div>1</div><div>G</div></div></div><div>Creature -- Elemental</div><div>When this creature enters, mill three cards. You may put a land card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Blanchwood Prowler<div><div>1</div><div>G</div></div></div><div>Creature -- Elemental</div><div>When this creature enters, mill three cards. You may put a land card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Cut Down<div><div>B</div></div></div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Cut Down<div><div>B</div></div></div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>

<div><div>Festering Gulch</div><div>Land -- Desert</div><div>This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Festering Gulch</div><div>Land -- Desert</div><div>This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Festering Gulch</div><div>Land -- Desert</div><div>This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Flotsam16/11</div><div>Instant</div><div>Mill three cards. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div>----- RIGHT HALF -----</div><div><div>Jetsam411/811/8</div><div>Sorcery</div><div>Each opponent mills three cards, then you may cast a spell from each opponent's graveyard without paying its mana cost. If a spell cast this way would be put into a graveyard, exile it instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
<div><div>Forest</div><div>Basic Land -- Forest</div><div>({T} : Add {G} .)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>({T} : Add {G} .)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>({T} : Add {G} .)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>({T} : Add {G} .)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Gnawing Vermin</div> <div>Creature -- Rat</div> <div>When this creature enters, target player mills two cards. When this creature dies, target creature you don't control gets -1/-1 until end of turn.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Gnawing Vermin</div> <div>Creature -- Rat</div> <div>When this creature enters, target player mills two cards. When this creature dies, target creature you don't control gets -1/-1 until end of turn.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<p>Overwhelming Remorse ④ ②</p> <p>Instant</p> <p>This spell costs {1} less to cast for each creature card in your graveyard. Exile target creature or planeswalker.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Overwhelming Remorse ④ ②</p> <p>Instant</p> <p>This spell costs {1} less to cast for each creature card in your graveyard. Exile target creature or planeswalker.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Overwhelming Remorse ④ ②</p> <p>Instant</p> <p>This spell costs {1} less to cast for each creature card in your graveyard. Exile target creature or planeswalker.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Rise of the Varmints ③ ⑥</p> <p>Sorcery</p> <p>Create X 2/1 green Varmint creature tokens, where X is the number of creature cards in your graveyard. Plot {2}{G} (You may pay {2}{G} 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.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Rise of the Varmints ③ ⑥</p> <p>Sorcery</p> <p>Create X 2/1 green Varmint creature tokens, where X is the number of creature cards in your graveyard. Plot {2}{G} (You may pay {2}{G} 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.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Rise of the Varmints ③ ⑥</p> <p>Sorcery</p> <p>Create X 2/1 green Varmint creature tokens, where X is the number of creature cards in your graveyard. Plot {2}{G} (You may pay {2}{G} 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.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Rubblebelt Maverick ⑥</p> <p>Creature -- Human Detective</p> <p>When this creature enters, 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.) {G}, Exile this card from your graveyard: Put a +1/+1 counter on target creature. Activate only as a sorcery.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Rubblebelt Maverick ⑥</p> <p>Creature -- Human Detective</p> <p>When this creature enters, 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.) {G}, Exile this card from your graveyard: Put a +1/+1 counter on target creature. Activate only as a sorcery.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Rubblebelt Maverick (G) Creature -- Human Detective When this creature enters, 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.) {G}, Exile this card from your graveyard: Put a +1/+1 counter on target creature. Activate only as a sorcery. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seed of Hope (G) Instant Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheoldred's Edict (1)(B) Instant Choose one -- * Each opponent sacrifices a nontoken creature of their choice. * Each opponent sacrifices a creature token of their choice. * Each opponent sacrifices a planeswalker of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skyfisher Spider (2)(B)(G) Creature -- Spider Reach When this creature enters, you may sacrifice another creature. When you do, destroy target nonland permanent. When this creature dies, you may gain 1 life for each creature card in your graveyard. If you do, exile this card from your graveyard. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Skyfisher Spider (2)(B)(G) Creature -- Spider Reach When this creature enters, you may sacrifice another creature. When you do, destroy target nonland permanent. When this creature dies, you may gain 1 life for each creature card in your graveyard. If you do, exile this card from your graveyard. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skyfisher Spider (2)(B)(G) Creature -- Spider Reach When this creature enters, you may sacrifice another creature. When you do, destroy target nonland permanent. When this creature dies, you may gain 1 life for each creature card in your graveyard. If you do, exile this card from your graveyard. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snarling Gorehound (B) Creature -- Dog Menace Whenever another creature you control with power 2 or less enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snarling Gorehound (B) Creature -- Dog Menace Whenever another creature you control with power 2 or less enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - IHaveManyAliases - Standard (Brewers Cup I)

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

<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Trash the Town</div><div>G</div></div> <div>Instant</div> <div>Spree (Choose one or more additional costs.) + {2} -- Put two +1/+1 counters on target creature. + {1} -- Target creature gains trample until end of turn. + {1} -- Until end of turn, target creature gains "Whenever this creature deals combat damage to a player, draw two cards."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Trash the Town</div><div>G</div></div> <div>Instant</div> <div>Spree (Choose one or more additional costs.) + {2} -- Put two +1/+1 counters on target creature. + {1} -- Target creature gains trample until end of turn. + {1} -- Until end of turn, target creature gains "Whenever this creature deals combat damage to a player, draw two cards."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Urborg Repossession</div><div>B</div></div> <div>Sorcery</div> <div>Kicker {1}{G} (You may pay an additional {1}{G} as you cast this spell.) Return target creature card from your graveyard to your hand. You gain 2 life. If this spell was kicked, return another target permanent card from your graveyard to your hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Urborg Repossession</div><div>B</div></div> <div>Sorcery</div> <div>Kicker {1}{G} (You may pay an additional {1}{G} as you cast this spell.) Return target creature card from your graveyard to your hand. You gain 2 life. If this spell was kicked, return another target permanent card from your graveyard to your hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Binding Negotiation</div><div>1B</div></div> <div>Sorcery</div> <div>Target opponent reveals their hand. You may choose a nonland card from it. If you do, they discard it. Otherwise, you may put a face-up exiled card they own into their graveyard. [sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Binding Negotiation</div><div>1B</div></div> <div>Sorcery</div> <div>Target opponent reveals their hand. You may choose a nonland card from it. If you do, they discard it. Otherwise, you may put a face-up exiled card they own into their graveyard. [sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Cease</div><div>18/G</div></div> <div>Instant</div> <div>Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card. [sideboard]</div> <div>----- - - - RIGHT HALF - - -</div> <div><div>Desist</div><div>46/W6/W</div></div> <div>Sorcery</div> <div>Destroy all artifacts and enchantments.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Duress</div><div>B</div></div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> Extract a Confession 1B </div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.) Each opponent sacrifices a creature of their choice. If evidence was collected, instead each opponent sacrifices a creature with the greatest power among creatures they control.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Extract a Confession 1B </div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.) Each opponent sacrifices a creature of their choice. If evidence was collected, instead each opponent sacrifices a creature with the greatest power among creatures they control.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Gruesome Realization 1BB </div> <div>Sorcery</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * You draw two cards and you lose 2 life. * Creatures your opponents control get -1/-1 until end of turn. <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Gruesome Realization 1BB </div> <div>Sorcery</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * You draw two cards and you lose 2 life. * Creatures your opponents control get -1/-1 until end of turn. <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Lively Dirge 1B </div> <div>Sorcery</div> <div> <p>Spree (Choose one or more additional costs.)</p> <ul style="list-style-type: none"> + {1} -- Search your library for a card, put it into your graveyard, then shuffle. + {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield. <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Pick Your Poison G </div> <div>Sorcery</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Pick Your Poison G </div> <div>Sorcery</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Pick Your Poison G </div> <div>Sorcery</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

Playtest cards - IHaveManyAliases - Standard (Brewers Cup I)

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

Snakeskin Veil



Instant

Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snakeskin Veil



Instant

Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snakeskin Veil



Instant

Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev