

Bitter Triumph 1B Instant As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bitter Triumph 1B Instant As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bitter Triumph 1B Instant As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Day of Black Sun XBB Sorcery Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Day of Black Sun XBB Sorcery Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deadly Cover-Up 3BBB Sorcery As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deceit  Creature -- Elemental Incarnation When this creature enters, if {U}{U} was spent to cast it, return up to one other target nonland permanent to its owner's hand. When this creature enters, if {B}{B} was spent to cast it, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Invoke {U/B}{U/B} 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deceit  Creature -- Elemental Incarnation When this creature enters, if {U}{U} was spent to cast it, return up to one other target nonland permanent to its owner's hand. When this creature enters, if {B}{B} was spent to cast it, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Invoke {U/B}{U/B} 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deceit  Creature -- Elemental Incarnation When this creature enters, if {U}{U} was spent to cast it, return up to one other target nonland permanent to its owner's hand. When this creature enters, if {B}{B} was spent to cast it, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Invoke {U/B}{U/B} 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deceit  Creature -- Elemental Incarnation When this creature enters, if {U}{U} was spent to cast it, return up to one other target nonland permanent to its owner's hand. When this creature enters, if {B}{B} was spent to cast it, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Invoke {U/B}{U/B} 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Doomsday Excruciator  Creature -- Demon Flying When this creature enters, if it was cast, each player exiles all but the bottom six cards of their library face down. At the beginning of your upkeep, draw a card. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Doomsday Excruciator  Creature -- Demon Flying When this creature enters, if it was cast, each player exiles all but the bottom six cards of their library face down. At the beginning of your upkeep, draw a card. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress  Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress  Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - OafMcNamara - Dimir Excruciator (Standard Challenge 32)

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

B

As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.

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(B)

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Land

This land enters tapped.
{T}: Add {U} or {B}.
{2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land.
Whenever this land attacks, target player mills four cards.

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Creature -- Human Wizard

When this creature enters, draw two cards, then discard two cards. When you discard one or more nonland cards this way, tap up to that many target creatures and put a stun counter on each of them.

{3}{U}{U}, Exile this card from your graveyard: Draw two cards.

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Seasoned Cryomancer (1)(U)(U) Creature -- Human Wizard When this creature enters, draw two cards, then discard two cards. When you discard one or more nonland cards this way, tap up to that many target creatures and put a stun counter on each of them. {3}{U}{U}, Exile this card from your graveyard: Draw two cards. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shipwreck Marsh Land This land enters tapped unless you control two or more other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shipwreck Marsh Land This land enters tapped unless you control two or more other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shipwreck Marsh Land This land enters tapped unless you control two or more other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Shipwreck Marsh Land This land enters tapped unless you control two or more other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Strategic Betrayal (1)(B) Sorcery Target opponent exiles a creature they control and their graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Superior Spider-Man (2)(U)(B) Legendary Creature -- Spider Human Hero Mind Swap -- You may have Superior Spider-Man enter as a copy of any creature card in a graveyard, except his name is Superior Spider-Man and he's a 4/4 Spider Human Hero in addition to his other types. When you do, exile that card. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Superior Spider-Man (2)(U)(B) Legendary Creature -- Spider Human Hero Mind Swap -- You may have Superior Spider-Man enter as a copy of any creature card in a graveyard, except his name is Superior Spider-Man and he's a 4/4 Spider Human Hero in addition to his other types. When you do, exile that card. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Swamp Basic Land -- Swamp {T}: Add {B}. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Theorist's Proxy Creature -- Illusion Flash When this creature enters, empower Jace 3. (Put three loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[1]: Surveil 1" and "[-3]: Draw a card.") {U}, Sacrifice this creature: The next spell you cast this turn can't be countered. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Theorist's Proxy Creature -- Illusion Flash When this creature enters, empower Jace 3. (Put three loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[1]: Surveil 1" and "[-3]: Draw a card.") {U}, Sacrifice this creature: The next spell you cast this turn can't be countered. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Theorix Charm Instant Choose one -- * Counter target noncreature spell unless its controller pays {2}. * Target creature gets -2/-2 until end of turn. * Mill three cards, then draw a card. (To mill three cards, put the top three cards of your library into your graveyard.) U B PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Theorix Charm Instant Choose one -- * Counter target noncreature spell unless its controller pays {2}. * Target creature gets -2/-2 until end of turn. * Mill three cards, then draw a card. (To mill three cards, put the top three cards of your library into your graveyard.) U B 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	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 PLAYbotbox.dev	Winternight Stories Sorcery Draw three cards. Then discard two cards unless you discard a creature card. Harmonize [4][U] (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by [X], where X is its power. Then exile this spell.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Winternight Stories Sorcery Draw three cards. Then discard two cards unless you discard a creature card. Harmonize [4][U] (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by [X], where X is its power. Then exile this spell.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Winternight Stories Sorcery Draw three cards. Then discard two cards unless you discard a creature card. Harmonize [4][U] (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by [X], where X is its power. Then exile this spell.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Deathmark Sorcery Destroy target green or white creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deathmark Sorcery Destroy target green or white creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Flashfreeze Instant Counter target red or green spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flashfreeze Instant Counter target red or green spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghost Vacuum Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nowhere to Run Enchantment Flash When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Qarsi Revenant Creature -- Vampire 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. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Qarsi Revenant Creature -- Vampire 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. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Strategic Betrayal Sorcery Target opponent exiles a creature they control and their graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Terminal Criticism Instant Destroy target creature or planeswalker that's blue or red. You gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terminal Criticism 1 B Instant Destroy target creature or planeswalker that's blue or red. You gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wan Shi Tong, Librarian X U U Legendary Creature -- Bird Spirit Flash Flying, vigilance When Wan Shi Tong enters, put X +1/+1 counters on him. Then draw half X cards, rounded down. Whenever an opponent searches their library, put a +1/+1 counter on Wan Shi Tong and draw a card. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wan Shi Tong, Librarian X U U Legendary Creature -- Bird Spirit Flash Flying, vigilance When Wan Shi Tong enters, put X +1/+1 counters on him. Then draw half X cards, rounded down. Whenever an opponent searches their library, put a +1/+1 counter on Wan Shi Tong and draw a card. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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