

Bitter Triumph 1 B 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 1 B 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 1 B 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 1 B 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
Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

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1/3

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1 G

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3 B

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As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Overgrown Tomb

Land - - Swamp Forest

(**{T}**: Add **{B}** or **{G}**.)
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Qarsi Revenant

① B B

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.

3/3

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Restless Cottage

Land

This land enters tapped.
 {T}: Add {B} or {G}.
 {2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.
 Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.

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Restless Cottage Land This land enters tapped. {T}: Add {B} or {G}. {2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land. Whenever this land attacks, create a Food token and exile up to one target card from a graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Cottage Land This land enters tapped. {T}: Add {B} or {G}. {2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land. Whenever this land attacks, create a Food token and exile up to one target card from a graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Cottage Land This land enters tapped. {T}: Add {B} or {G}. {2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land. Whenever this land attacks, create a Food token and exile up to one target card from a graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serpent Specialist Creature -- Human Snake Villain Deathtouch Power-up -- {3}{G}: Put two +1/+1 counters on this creature. (Activate each power-up ability only once. Reduce the cost by its mana cost if it entered this turn.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Serpent Specialist Creature -- Human Snake Villain Deathtouch Power-up -- {3}{G}: Put two +1/+1 counters on this creature. (Activate each power-up ability only once. Reduce the cost by its mana cost if it entered this turn.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tarnation Vista Land This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color. {1}, {T}: For each color among monocolored permanents you control, add one mana of that color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tarnation Vista Land This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color. {1}, {T}: For each color among monocolored permanents you control, add one mana of that color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tarnation Vista Land This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color. {1}, {T}: For each color among monocolored permanents you control, add one mana of that color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Underground Mortuary Land -- Swamp Forest {T}: Add {B} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underground Mortuary Land -- Swamp Forest {T}: Add {B} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underground Mortuary Land -- Swamp Forest {T}: Add {B} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underground Mortuary Land -- Swamp Forest {T}: Add {B} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Vampire Nighthawk 1B B Creature -- Vampire Shaman Flying Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) Lifelink (Damage dealt by this creature also causes you to gain that much life.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vampire Nighthawk 1B B Creature -- Vampire Shaman Flying Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) Lifelink (Damage dealt by this creature also causes you to gain that much life.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vampire Nighthawk 1B B Creature -- Vampire Shaman Flying Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) Lifelink (Damage dealt by this creature also causes you to gain that much life.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vampire Nighthawk 1B B Creature -- Vampire Shaman Flying Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) Lifelink (Damage dealt by this creature also causes you to gain that much life.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Nabk11 - Standard (Magic Spotlight: Fracture - SCG CON Hartford - Saturda

sheet 7/10 - 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.

Vraska's Final Mercy

Sorcery

Choose one --

- * You lose 2 life. Destroy target creature or planeswalker.
- * You lose 2 life. Empower Jace 6. (Put six 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.")

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Aclazotz, Deepest Betrayal (3)(B)(B)

Legendary Creature - - Bat God

Flying, lifelink
Whenever Aclazotz attacks, each opponent discards a card. For each opponent who can't, you draw a card.
Whenever an opponent discards a land card, create a 1/1 black Bat creature token with flying.
When Aclazotz dies, return it to the battlefield tapped and transformed under its owner's control.

[sidebar]

4/4

- - - BACK FACE - - -

Temple of the Dead

Land

(Transforms from Aclazotz, Deepest Betrayal.)
 {T}: Add {B}.
 {2}{B}, {T}: Transform this land.
 Activate only if a player has one or fewer cards in hand and only as a sorcery.

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Dina's Guidance (1)(B)(G)

Instant

Search your library for a creature card, reveal it, put it into your hand or graveyard, then shuffle.

[sidebar]

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Search your library for a creature card, reveal it, put it into your hand or graveyard, then shuffle.

[sidebar]

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Growing Rites of Itlimoc (2)(G)

Legendary Enchantment

When Growing Rites of Ithlimoc enters, look at the top four cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

At the beginning of your end step, if you control four or more creatures, transform Growing Rites of Ithlimoc.

[sidebar]

- - - BACK FACE - - -

Itlimoc, Cradle of the Sun

Legendary Land

(Transforms from Growing Rites of Itlimoc.)
 {T}: Add {G}.
 {T}: Add {G} for each creature you control.

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2 G

When Growing Rites of Itlimoc enters, look at the top four cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

At the beginning of your end step, if you control four or more creatures, transform Growing Rites of Itlimoc.

[sidebar]

- - - BACK FACE - - -

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(Transforms from Growing Rites of
Itlimoc.)

$$\{T\}: \text{Add } \{G\}.$$

{T}: Add {G} for each creature you control.

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G

Deathtouch

Power-up -- {3}{6}: Put two +1/+1 counters on this creature. (Activate each power-up ability only once. Reduce the cost by its mana cost if it entered this turn.)

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Target creature gains deathtouch and lifelink until end of turn.

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Investigate. (Create a Clue token.
It's an artifact with "{2},
Sacrifice this token: Draw a card.")
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[sideboard]

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[sidebar]

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2 B G

As an additional cost to cast this spell, pay X life.

Destroy all artifacts and creatures with mana value X or less.

[sidebar]

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

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Witherbloom Charm B G Instant Choose one -- * You may sacrifice a permanent. If you do, draw two cards. * You gain 5 life. * Destroy target nonland permanent with mana value 2 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Witherbloom Charm B G Instant Choose one -- * You may sacrifice a permanent. If you do, draw two cards. * You gain 5 life. * Destroy target nonland permanent with mana value 2 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Witherbloom Charm B G Instant Choose one -- * You may sacrifice a permanent. If you do, draw two cards. * You gain 5 life. * Destroy target nonland permanent with mana value 2 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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