

Bitter Triumph Instant As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker. 1B PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bitter Triumph Instant As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker. 1B PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bitter Triumph Instant As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker. 1B PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bleachbone Verge Land {T}: Add {B}. {T}: Add {W}. Activate only if you control a Plains or a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Dark Matter Manipulator (B) Creature -- Human Warlock When this creature enters, mill three cards. This creature gets +2/+0 for every seven cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 1/2	Dark Matter Manipulator (B) Creature -- Human Warlock When this creature enters, mill three cards. This creature gets +2/+0 for every seven cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 1/2	Dark Matter Manipulator (B) Creature -- Human Warlock When this creature enters, mill three cards. This creature gets +2/+0 for every seven cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 1/2	Desperate Measures (B) Instant Target creature gets +1/-1 until end of turn. When it dies under your control this turn, draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Desperate Measures B Instant Target creature gets +1/-1 until end of turn. When it dies under your control this turn, draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Desperate Measures B Instant Target creature gets +1/-1 until end of turn. When it dies under your control this turn, draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Desperate Measures B Instant Target creature gets +1/-1 until end of turn. When it dies under your control this turn, draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Godless Shrine Land -- Plains Swamp ({T}: Add {W} 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
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Lake-town Lookout W Creature -- Human Scout When this creature dies, recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lake-town Lookout W Creature -- Human Scout When this creature dies, recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lake-town Lookout W Creature -- Human Scout When this creature dies, recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Multiversal Passage Land As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Plains Basic Land -- Plains ([T]): Add [W].) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raise the Past2WW Sorcery Return all creature cards with mana value 2 or less from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raise the Past2WW Sorcery Return all creature cards with mana value 2 or less from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raise the Past2WW Sorcery Return all creature cards with mana value 2 or less from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Raise the Past2WW Sorcery Return all creature cards with mana value 2 or less from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sephiroth, Fabled SOLDIER2B Legendary Creature -- Human Avatar Soldier Whenever Sephiroth enters or attacks, you may sacrifice another creature. If you do, draw a card. Whenever another creature dies, target opponent loses 1 life and you gain 1 life. If this is the fourth time this ability has resolved this turn, transform Sephiroth. 3/3 -----BACK FACE----- Sephiroth, One-Winged Angel Legendary Creature -- Angel Nightmare Avatar Flying Super Nova -- As this creature transforms into Sephiroth, One-Winged Angel, you get an emblem with "Whenever a creature dies, target opponent loses 1 life and you gain 1 life." Whenever Sephiroth attacks, you may sacrifice any number of other creatures. If you do, draw that many cards. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snarling GorehoundB 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 PLAYbotbox.dev	Snarling GorehoundB 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 PLAYbotbox.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	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
The Queen of Dale (1)(W) Legendary Creature -- Human Noble Whenever an opponent casts their first noncreature spell each turn, you recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Sackville-Bagginses (1)(B) Legendary Creature -- Halfling Citizen When The Sackville-Bagginses enter, you may sacrifice another creature or artifact. If you do, draw a card and create a Treasure token. Whenever you sacrifice a token, target opponent loses 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Sackville-Bagginses (1)(B) Legendary Creature -- Halfling Citizen When The Sackville-Bagginses enter, you may sacrifice another creature or artifact. If you do, draw a card and create a Treasure token. Whenever you sacrifice a token, target opponent loses 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Sackville-Bagginses (1)(B) Legendary Creature -- Halfling Citizen When The Sackville-Bagginses enter, you may sacrifice another creature or artifact. If you do, draw a card and create a Treasure token. Whenever you sacrifice a token, target opponent loses 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

Umbral Collar Zealot (1)(B) Creature -- Human Cleric Sacrifice another creature or artifact: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Umbral Collar Zealot (1)(B) Creature -- Human Cleric Sacrifice another creature or artifact: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Umbral Collar Zealot (1)(B) Creature -- Human Cleric Sacrifice another creature or artifact: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Umbral Collar Zealot (1)(B) Creature -- Human Cleric Sacrifice another creature or artifact: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Vengeful Bloodwitch (1)(B) Creature -- Vampire Warlock Whenever this creature or another creature you control dies, target opponent loses 1 life and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vengeful Bloodwitch (1)(B) Creature -- Vampire Warlock Whenever this creature or another creature you control dies, target opponent loses 1 life and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vengeful Bloodwitch (1)(B) Creature -- Vampire Warlock Whenever this creature or another creature you control dies, target opponent loses 1 life and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vengeful Bloodwitch (1)(B) Creature -- Vampire Warlock Whenever this creature or another creature you control dies, target opponent loses 1 life and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Voice of Victory (1)(W) Creature -- Human Bard Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of Victory (1)(W) Creature -- Human Bard Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of Victory (1)(W) Creature -- Human Bard Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of Victory (1)(W) Creature -- Human Bard Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Duress (B) 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 PLAY botbox.dev	Duress (B) 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 PLAY botbox.dev	Duress (B) 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 PLAY botbox.dev	Duress (B) 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 PLAY botbox.dev

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Exorcise ①W Sorcery Exile target artifact, enchantment, or creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exorcise ①W Sorcery Exile target artifact, enchantment, or creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exorcise ①W Sorcery Exile target artifact, enchantment, or creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exorcise ①W Sorcery Exile target artifact, enchantment, or creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Intimidation Tactics Ⓑ Sorcery Target opponent reveals their hand. You choose an artifact or creature card from it. Exile that card. Cycling {3} ({3}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Intimidation Tactics Ⓑ Sorcery Target opponent reveals their hand. You choose an artifact or creature card from it. Exile that card. Cycling {3} ({3}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Intimidation Tactics Ⓑ Sorcery Target opponent reveals their hand. You choose an artifact or creature card from it. Exile that card. Cycling {3} ({3}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of the Void ②ⒷⒷ Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Leyline of the Void 2BB Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of the Void 2BB Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of the Void 2BB Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	