

<p>Amalia Benavides Aguirre (W)(B)</p> <p>Legendary Creature -- Vampire Scout</p> <p>Ward--Pay 3 life. Whenever you gain life, Amalia Benavides Aguirre explores. Then destroy all other creatures if its power is exactly 20. (To have this creature explore, reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Amalia Benavides Aguirre (W)(B)</p> <p>Legendary Creature -- Vampire Scout</p> <p>Ward--Pay 3 life. Whenever you gain life, Amalia Benavides Aguirre explores. Then destroy all other creatures if its power is exactly 20. (To have this creature explore, reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Amalia Benavides Aguirre (W)(B)</p> <p>Legendary Creature -- Vampire Scout</p> <p>Ward--Pay 3 life. Whenever you gain life, Amalia Benavides Aguirre explores. Then destroy all other creatures if its power is exactly 20. (To have this creature explore, reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Amalia Benavides Aguirre (W)(B)</p> <p>Legendary Creature -- Vampire Scout</p> <p>Ward--Pay 3 life. Whenever you gain life, Amalia Benavides Aguirre explores. Then destroy all other creatures if its power is exactly 20. (To have this creature explore, reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Bleachbone Verge</p> <p>Land</p> <p>{T}: Add {B}. {T}: Add {W}. Activate only if you control a Plains or a Swamp.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Case of the Uneaten Feast (W)</p> <p>Enchantment -- Case</p> <p>Whenever a creature you control enters, you gain 1 life. To solve -- You've gained 5 or more life this turn. (If unsolved, solve at the beginning of your end step.) Solved -- Sacrifice this Case: Creature cards in your graveyard gain "You may cast this card from your graveyard" until end of turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Case of the Uneaten Feast (W)</p> <p>Enchantment -- Case</p> <p>Whenever a creature you control enters, you gain 1 life. To solve -- You've gained 5 or more life this turn. (If unsolved, solve at the beginning of your end step.) Solved -- Sacrifice this Case: Creature cards in your graveyard gain "You may cast this card from your graveyard" until end of turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Case of the Uneaten Feast (W)</p> <p>Enchantment -- Case</p> <p>Whenever a creature you control enters, you gain 1 life. To solve -- You've gained 5 or more life this turn. (If unsolved, solve at the beginning of your end step.) Solved -- Sacrifice this Case: Creature cards in your graveyard gain "You may cast this card from your graveyard" until end of turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

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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.

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Land -- Plains Swamp

($\{T\}$: Add $\{W\}$ or $\{B\}$.)
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As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Great Arashin City

Land

This land enters tapped unless you control a Forest or a Plains.
{T}: Add {B}.
{1}{B}, {T}, Exile a creature card from your graveyard: Create a 1/1 white Spirit creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Haliya, Guided by Light (2)(W)

Legendary Creature -- Human Soldier

Whenever Haliya or another creature or artifact you control enters, you gain 1 life.

At the beginning of your end step, draw a card if you've gained 3 or more life this turn.

Warp {W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

3/3

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Hinterland Sanctifier (W) Creature -- Rabbit Cleric Whenever another creature you control enters, you gain 1 life. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hinterland Sanctifier (W) Creature -- Rabbit Cleric Whenever another creature you control enters, you gain 1 life. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hinterland Sanctifier (W) Creature -- Rabbit Cleric Whenever another creature you control enters, you gain 1 life. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hinterland Sanctifier (W) Creature -- Rabbit Cleric Whenever another creature you control enters, you gain 1 life. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Liliana the Faultless (W) Legendary Creature -- Human Cleric Whenever another creature or planeswalker you control enters, you gain 1 life. {1}, {T}, Discard a card: Another target creature or planeswalker you control gains hexproof until end of turn. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Liliana the Faultless (W) Legendary Creature -- Human Cleric Whenever another creature or planeswalker you control enters, you gain 1 life. {1}, {T}, Discard a card: Another target creature or planeswalker you control gains hexproof until end of turn. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lunar Convocation (W)(B) Enchantment At the beginning of your end step, if you gained life this turn, each opponent loses 1 life. At the beginning of your end step, if you gained and lost life this turn, create a 1/1 black Bat creature token with flying. {1}{B}, Pay 2 life: Draw a card. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lunar Convocation (W)(B) Enchantment At the beginning of your end step, if you gained life this turn, each opponent loses 1 life. At the beginning of your end step, if you gained and lost life this turn, create a 1/1 black Bat creature token with flying. {1}{B}, Pay 2 life: Draw a card. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div>Lunar Convocation</div> <div> <div>W</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div> <p>At the beginning of your end step, if you gained life this turn, each opponent loses 1 life.</p> <p>At the beginning of your end step, if you gained and lost life this turn, create a 1/1 black Bat creature token with flying.</p> <p>{1}{B}, Pay 2 life: Draw a card.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Lunar Convocation</div> <div> <div>W</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div> <p>At the beginning of your end step, if you gained life this turn, each opponent loses 1 life.</p> <p>At the beginning of your end step, if you gained and lost life this turn, create a 1/1 black Bat creature token with flying.</p> <p>{1}{B}, Pay 2 life: Draw a card.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Moseo, Vein's New Dean</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div> <div>Legendary Creature -- Bird Skeleton Warlock</div> <div> <div>Flying</div> <p>When Moseo enters, create a 1/1 black and green Pest creature token with "Whenever this token attacks, you gain 1 life."</p> <p>Infusion -- At the beginning of your end step, if you gained life this turn, return up to one target creature card with mana value X or less from your graveyard to the battlefield, where X is the amount of life you gained this turn.</p> </div> </div> <div> <div>2/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Moseo, Vein's New Dean</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div> <div>Legendary Creature -- Bird Skeleton Warlock</div> <div> <div>Flying</div> <p>When Moseo enters, create a 1/1 black and green Pest creature token with "Whenever this token attacks, you gain 1 life."</p> <p>Infusion -- At the beginning of your end step, if you gained life this turn, return up to one target creature card with mana value X or less from your graveyard to the battlefield, where X is the amount of life you gained this turn.</p> </div> </div> <div> <div>2/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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<div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Starscape Cleric</div><div>1B</div><div>Creature -- Bat Cleric</div><div>Offspring {2}{B} (You may pay an additional {2}{B} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) Flying This creature can't block. Whenever you gain life, each opponent loses 1 life.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Starscape Cleric</div><div>1B</div><div>Creature -- Bat Cleric</div><div>Offspring {2}{B} (You may pay an additional {2}{B} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) Flying This creature can't block. Whenever you gain life, each opponent loses 1 life.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Starting Town</div><div>Land -- Town</div><div>This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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<div> <div>Bloodthirsty Conqueror (3)(B)(B)</div> <div>Creature -- Vampire Knight</div> <div> <p>Flying, deathtouch</p> <p>Whenever an opponent loses life, you gain that much life. (Damage causes loss of life.)</p> <p>[sideboard]</p> <div>5/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Cathar Commando (1)(W)</div> <div>Creature -- Human Soldier</div> <div> <p>Flash</p> <p>{1}, Sacrifice this creature: Destroy target artifact or enchantment.</p> <p>[sideboard]</p> <div>3/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Cathar Commando (1)(W)</div> <div>Creature -- Human Soldier</div> <div> <p>Flash</p> <p>{1}, Sacrifice this creature: Destroy target artifact or enchantment.</p> <p>[sideboard]</p> <div>3/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Duress (B)</div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>

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①

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

①

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

Flying, lifelink
Mental Organism -- Pay 3 life:
M.O.D.O.K. connives. Activate only
during your turn. (Draw a card, then
discard a card. If you discarded a
nonland card, put a +1/+1 counter on
this creature.)
Designed Only for Killing --
Creatures your opponents control get
-1/-1.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

As an additional cost to cast this spell, you may blight 2. (You may put two -1/-1 counters on a creature you control.)

Choose one. If this spell's additional cost was paid, choose both instead.

- * Destroy target artifact or enchantment.
- * Destroy target creature with mana value 3 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

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- * Destroy target creature with mana value 3 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seam Rip

W

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

[sideboard]

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Seam Rip

W

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

[sideboard]

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Space-Time Anomaly

2WU

Sorcery

Target player mills cards equal to your life total.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - Deathmaxx - Standard v3 Group 5B56E2 (Zora, Spider Fancier, Deep-Cavern B

sheet 10/10 - 3 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.