

<div> <div>Bitter Triumph</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Bitter Triumph</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Cavern of Souls</div> </div> <div>Land</div> <div> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Cavern of Souls</div> </div> <div>Land</div> <div> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Deadly Cover-Up</div> <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Deadly Cover-Up</div> <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Deceit</div> <div> <div>4</div> <div>U/B</div> <div>U/B</div> </div> </div> <div>Creature -- Elemental Incarnation</div> <div> <p>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. Evoke {U/B}{U/B}</p> <div>5/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Deceit</div> <div> <div>4</div> <div>U/B</div> <div>U/B</div> </div> </div> <div>Creature -- Elemental Incarnation</div> <div> <p>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. Evoke {U/B}{U/B}</p> <div>5/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

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<div><div><div>Duress</div><div><div>B</div></div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Gloomlake Verge</div></div><div>Land</div><div>{T}: Add {U}. {T}: Add {B}. Activate only if you control an Island or a Swamp.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Gloomlake Verge</div></div><div>Land</div><div>{T}: Add {U}. {T}: Add {B}. Activate only if you control an Island or a Swamp.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Gloomlake Verge</div></div><div>Land</div><div>{T}: Add {U}. {T}: Add {B}. Activate only if you control an Island or a Swamp.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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<div><div><div>Requiting Hex</div><div>Instant</div><div>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)</div><div>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Requiting Hex</div><div>Instant</div><div>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)</div><div>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Requiting Hex</div><div>Instant</div><div>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)</div><div>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Restless Reef</div><div>Land</div><div>This land enters tapped.</div><div>{T}: Add {U} or {B}.</div><div>{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.</div><div>Whenever this land attacks, target player mills four cards.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

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Playtest cards - shi, yang - Dimir Excruciator (???1 / Standard Cup 1)

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 4/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Shipwreck Marsh</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Shipwreck Marsh</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Strategic Betrayal1B</div><div>Sorcery</div><div>Target opponent exiles a creature they control and their graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Superior Spider-Man2UB</div><div>Legendary Creature -- Spider Human Hero</div><div>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.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div>Theorix CharmUB</div> <div>Instant</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>The Theorist, Jace Beleren2UU</div> <div>Legendary Planeswalker -- Jace</div> <div>At the beginning of each opponent's draw step, you draw a card. [+1]: Create a 1/1 blue Illusion creature token. [-2]: For each opponent, return up to one target artifact or creature that player controls to its owner's hand. [-6]: Draw three cards. Then put X +1/+1 counters on each creature you control, where X is the number of cards in your hand.</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>The Theorist, Jace Beleren2UU</div> <div>Legendary Planeswalker -- Jace</div> <div>At the beginning of each opponent's draw step, you draw a card. [+1]: Create a 1/1 blue Illusion creature token. [-2]: For each opponent, return up to one target artifact or creature that player controls to its owner's hand. [-6]: Draw three cards. Then put X +1/+1 counters on each creature you control, where X is the number of cards in your hand.</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>The Theorist, Jace Beleren2UU</div> <div>Legendary Planeswalker -- Jace</div> <div>At the beginning of each opponent's draw step, you draw a card. [+1]: Create a 1/1 blue Illusion creature token. [-2]: For each opponent, return up to one target artifact or creature that player controls to its owner's hand. [-6]: Draw three cards. Then put X +1/+1 counters on each creature you control, where X is the number of cards in your hand.</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div>Watery Grave</div> <div>Land -- Island Swamp</div> <div>{T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Watery Grave</div> <div>Land -- Island Swamp</div> <div>{T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Winternight Stories2U</div> <div>Sorcery</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Winternight Stories2U</div> <div>Sorcery</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Day of Black SunXB</div> <div>Sorcery</div> <div>Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Day of Black SunXB</div> <div>Sorcery</div> <div>Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Disdainful Stroke1U</div> <div>Instant</div> <div>Counter target spell with mana value 4 or greater.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Doomsday ExcruciatorBBBBBB</div> <div>Creature -- Demon</div> <div>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.</div> <div>[sideboard]</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> Doomsday Excruciator BBBBBB </div> <div> Creature -- Demon </div> <div> 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. </div> <div> [sideboard] </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Duress B </div> <div> Sorcery </div> <div> Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Emeritus of Ideation 3UU </div> <div> Creature -- Human Wizard </div> <div> Flying, ward {2} This creature enters prepared. Whenever this creature attacks, you may exile eight cards from your graveyard. If you do, this creature becomes prepared. </div> <div> [sideboard] </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> <div> <div> Ancestral Recall U </div> <div> Instant </div> <div> Target player draws three cards. </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> Flashfreeze 1U </div> <div> Instant </div> <div> Counter target red or green spell. </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Flashfreeze 1U </div> <div> Instant </div> <div> Counter target red or green spell. </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> M.O.D.O.K. 3BB </div> <div> Legendary Artifact Creature -- Villain </div> <div> 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. </div> <div> [sideboard] </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Spell Snare U </div> <div> Instant </div> <div> Counter target spell with mana value 2. </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Spell Snare U </div> <div> Instant </div> <div> Counter target spell with mana value 2. </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div><div><div>Strategic Betrayal</div><div>①B</div></div><div>Sorcery</div><div>Target opponent exiles a creature they control and their graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Strategic Betrayal</div><div>①B</div></div><div>Sorcery</div><div>Target opponent exiles a creature they control and their graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Terminal Criticism</div><div>①B</div></div><div>Instant</div><div>Destroy target creature or planeswalker that's blue or red. You gain 1 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	