

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

<div><div><div>Deceit</div><div>4UU/B</div></div><div><div>Creature -- Elemental Incarnation</div><div>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}</div><div>5/5</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Emeritus of Ideation</div><div>3UU</div></div><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>5/5</div></div><div><div>----- OTHER FACE -----</div><div><div>Ancestral Recall</div><div>U</div></div><div><div>Instant</div><div>Target player draws three cards.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Gloomlake Verge</div></div><div><div>Land</div><div>{T}: Add {U}. {T}: Add {B}. Activate only if you control an Island or a Swamp.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Gloomlake Verge</div></div><div><div>Land</div><div>{T}: Add {U}. {T}: Add {B}. Activate only if you control an Island or a Swamp.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div><div><div>Null Summoner</div><div><div>2</div><div>U</div><div>B</div></div></div><div><div>Creature -- Human Warlock</div><div>When this creature enters, if you cast it, target opponent reveals their hand. You choose a nonland card from it. Exile that card. Threshold -- As long as there are seven or more cards in your graveyard, you may cast the exiled card, and mana of any type can be spent to cast that spell.</div><div><div>4/2</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Overlord of the Balemurk</div><div><div>3</div><div>B</div><div>B</div></div></div><div><div>Enchantment Creature -- Avatar Horror</div><div>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</div><div><div>5/5</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Overlord of the Balemurk</div><div><div>3</div><div>B</div><div>B</div></div></div><div><div>Enchantment Creature -- Avatar Horror</div><div>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</div><div><div>5/5</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Requiring Hex</div><div><div>B</div></div></div><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.) 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>Requiring Hex</div><div><div>B</div></div></div><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.) 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>Requiring Hex</div><div><div>B</div></div></div><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.) 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><div><div>Land</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Restless Reef</div></div><div><div>Land</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div> <div>Restless Reef</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {U} or {B}.</p> <p>{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.</p> <p>Whenever this land attacks, target player mills four cards.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Restless Reef</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {U} or {B}.</p> <p>{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.</p> <p>Whenever this land attacks, target player mills four cards.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Seasoned Cryomancer 1UU</div> <div>Creature -- Human Wizard</div> <div> <p>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.</p> <p>{3}{U}{U}, Exile this card from your graveyard: Draw two cards.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Seasoned Cryomancer 1UU</div> <div>Creature -- Human Wizard</div> <div> <p>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.</p> <p>{3}{U}{U}, Exile this card from your graveyard: Draw two cards.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
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<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>Spell Snare</div><div>Instant</div><div>Counter target spell with mana value 2.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Strategic Betrayal</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-Man</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>	<div><div>Superior Spider-Man</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>	<div><div>Superior Spider-Man</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>	<div><div>Superior Spider-Man</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>

<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<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>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>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 Beleren (2)(U)(U)</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 PLAY botbox.dev</div>	<div>Uldaros Theorix (3)(U)(B)(B)</div> <div>Legendary Creature -- Elder Sphinx</div> <div>Flying When Uldaros Theorix enters, if you cast him, exile up to one target nonland card of each card type from your graveyard. Copy those cards. You may cast any number of spells with total mana value 6 or less from among the copies without paying their mana costs. (Permanent spells cast this way become tokens.)</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Uldaros Theorix (3)(U)(B)(B)</div> <div>Legendary Creature -- Elder Sphinx</div> <div>Flying When Uldaros Theorix enters, if you cast him, exile up to one target nonland card of each card type from your graveyard. Copy those cards. You may cast any number of spells with total mana value 6 or less from among the copies without paying their mana costs. (Permanent spells cast this way become tokens.)</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Undercity Sewers</div> <div>Land -- Island Swamp</div> <div>({T}: Add {U} or {B}.) 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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Undercity Sewers</div> <div>Land -- Island Swamp</div> <div>({T}: Add {U} or {B}.) 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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Vraska's Final Mercy (B)(B)</div> <div>Sorcery</div> <div>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.")</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev</div>

Playtest cards - ?, ? - 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 7/10 - 8 cards - 2.5 x 3.5 in each

<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>	<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>	<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>	<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>
<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>	<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>	<div><div>Deadly Cover-Up3BB</div><div>Sorcery</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<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 Excruciator (B)(B)(B)(B)(B)(B) 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. [sideboard] <div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Doomsday Excruciator (B)(B)(B)(B)(B)(B) 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. [sideboard] <div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emeritus of Ideation (3)(U)(U) Creature -- Human Wizard 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. [sideboard] <div>5/5</div> ----- OTHER FACE ----- Ancestral Recall (U) Instant Target player draws three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flashfreeze (1)(U) Instant Counter target red or green spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
M.O.D.O.K. (3)(B)(B) Legendary Artifact Creature -- Villain 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. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Null Summoner (2)(U)(B) Creature -- Human Warlock When this creature enters, if you cast it, target opponent reveals their hand. You choose a nonland card from it. Exile that card. Threshold -- As long as there are seven or more cards in your graveyard, you may cast the exiled card, and mana of any type can be spent to cast that spell. [sideboard] <div>4/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. [sideboard] <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. [sideboard] <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ?, ? - 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 9/10 - 8 cards - 2.5 x 3.5 in each

U

Counter target spell with mana value 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② B

Target opponent exiles a creature they control and their graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Target opponent exiles a creature they control and their graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev