

<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>Corpses of the Lost</div> <div> <div>2</div> <div>B</div> </div> </div> <div>Enchantment</div> <div> <p>Skeletons you control get +1/+0 and have haste. When this enchantment enters, create a 2/2 black Skeleton Pirate creature token. At the beginning of your end step, if you descended this turn, you may pay 1 life. If you do, return this enchantment to its owner's hand. (You descended if a permanent card was put into your graveyard from anywhere.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Corpses of the Lost</div> <div> <div>2</div> <div>B</div> </div> </div> <div>Enchantment</div> <div> <p>Skeletons you control get +1/+0 and have haste. When this enchantment enters, create a 2/2 black Skeleton Pirate creature token. At the beginning of your end step, if you descended this turn, you may pay 1 life. If you do, return this enchantment to its owner's hand. (You descended if a permanent card was put into your graveyard from anywhere.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Corpses of the Lost</div> <div> <div>2</div> <div>B</div> </div> </div> <div>Enchantment</div> <div> <p>Skeletons you control get +1/+0 and have haste. When this enchantment enters, create a 2/2 black Skeleton Pirate creature token. At the beginning of your end step, if you descended this turn, you may pay 1 life. If you do, return this enchantment to its owner's hand. (You descended if a permanent card was put into your graveyard from anywhere.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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① ⑧

Pay 2 life: This creature gets +2/+2 until end of turn. Activate only once each turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

Target opponent loses 1 life and you gain 1 life.
Up to one target creature gets +1/+1 until end of turn.
Up to one target creature gets -1/-1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Target opponent loses 1 life and you gain 1 life.
Up to one target creature gets +1/+1 until end of turn.
Up to one target creature gets -1/-1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

Target opponent loses 1 life and you gain 1 life.
Up to one target creature gets +1/+1 until end of turn.
Up to one target creature gets -1/-1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

This creature can't block. Whenever you commit a crime, you may pay {B}. If you do, return this card from your graveyard to the battlefield. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

This creature can't block. Whenever you commit a crime, you may pay {B}. If you do, return this card from your graveyard to the battlefield. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

This creature can't block. Whenever you commit a crime, you may pay {B}. If you do, return this card from your graveyard to the battlefield. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

This creature can't block. Whenever you commit a crime, you may pay {B}. If you do, return this card from your graveyard to the battlefield. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gollum, Riddle Master ①② Legendary Creature -- Halfling Horror As Gollum enters, choose odd or even. (Zero is even.) Whenever an opponent casts a spell with mana value of the chosen quality, choose one that hasn't been chosen -- * Put a +1/+1 counter on Gollum. * Each opponent loses 2 life and you gain 2 life. * Draw a card. <div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gollum, Riddle Master ①② Legendary Creature -- Halfling Horror As Gollum enters, choose odd or even. (Zero is even.) Whenever an opponent casts a spell with mana value of the chosen quality, choose one that hasn't been chosen -- * Put a +1/+1 counter on Gollum. * Each opponent loses 2 life and you gain 2 life. * Draw a card. <div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gollum, Riddle Master ①② Legendary Creature -- Halfling Horror As Gollum enters, choose odd or even. (Zero is even.) Whenever an opponent casts a spell with mana value of the chosen quality, choose one that hasn't been chosen -- * Put a +1/+1 counter on Gollum. * Each opponent loses 2 life and you gain 2 life. * Draw a card. <div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Iridescent Vinelasher ② Creature -- Lizard Assassin Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) Landfall -- Whenever a land you control enters, this creature deals 1 damage to target opponent. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Iridescent Vinelasher ② Creature -- Lizard Assassin Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) Landfall -- Whenever a land you control enters, this creature deals 1 damage to target opponent. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Iridescent Vinelasher ② Creature -- Lizard Assassin Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) Landfall -- Whenever a land you control enters, this creature deals 1 damage to target opponent. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lich's Relic ② Artifact -- Equipment When this Equipment enters, you may pay {2}. When you do, for each opponent, destroy up to one target creature or planeswalker that player controls. Equipped creature gets +2/+1. Equip {2} <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nighthowl Pursuer ② Creature -- Wolf Menace (This creature can't be blocked except by two or more creatures.) Ferocious -- Whenever this creature attacks while you control a creature with power 4 or greater, this creature gets +2/+2 until end of turn. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div>Nighthowl Pursuer</div><div><div>B</div></div></div><div><div>Creature -- Wolf</div><div>Menace (This creature can't be blocked except by two or more creatures.) Ferocious -- Whenever this creature attacks while you control a creature with power 4 or greater, this creature gets +2/+2 until end of turn.</div><div><div>1/1</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Nighthowl Pursuer</div><div><div>B</div></div></div><div><div>Creature -- Wolf</div><div>Menace (This creature can't be blocked except by two or more creatures.) Ferocious -- Whenever this creature attacks while you control a creature with power 4 or greater, this creature gets +2/+2 until end of turn.</div><div><div>1/1</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Nighthowl Pursuer</div><div><div>B</div></div></div><div><div>Creature -- Wolf</div><div>Menace (This creature can't be blocked except by two or more creatures.) Ferocious -- Whenever this creature attacks while you control a creature with power 4 or greater, this creature gets +2/+2 until end of turn.</div><div><div>1/1</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Realm of Koh</div></div><div><div>Land</div><div>This land enters tapped unless you control a basic land. {T}: Add {B}. {3}{B}, {T}: Create a 1/1 colorless Spirit creature token with "This token can't block or be blocked by non-Spirit creatures."</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Realm of Koh</div></div><div><div>Land</div><div>This land enters tapped unless you control a basic land. {T}: Add {B}. {3}{B}, {T}: Create a 1/1 colorless Spirit creature token with "This token can't block or be blocked by non-Spirit creatures."</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Requiting 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>Requiting 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>Requiting 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>Soulstone Sanctuary</div><div>Land</div><div>{T}: Add {C}. {4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Soulstone Sanctuary</div><div>Land</div><div>{T}: Add {C}. {4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</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>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>Sunset Saboteur1B</div><div>Creature -- Human Rogue</div><div>Menace Ward--Discard a card. Whenever this creature attacks, put a +1/+1 counter on target creature an opponent controls.</div><div>4/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sunset Saboteur1B</div><div>Creature -- Human Rogue</div><div>Menace Ward--Discard a card. Whenever this creature attacks, put a +1/+1 counter on target creature an opponent controls.</div><div>4/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sunset Saboteur1B</div><div>Creature -- Human Rogue</div><div>Menace Ward--Discard a card. Whenever this creature attacks, put a +1/+1 counter on target creature an opponent controls.</div><div>4/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sunset Saboteur1B</div><div>Creature -- Human Rogue</div><div>Menace Ward--Discard a card. Whenever this creature attacks, put a +1/+1 counter on target creature an opponent controls.</div><div>4/1</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>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<div>Dissection Practice</div> <div>Instant</div> <div>Target opponent loses 1 life and you gain 1 life. Up to one target creature gets +1/+1 until end of turn. Up to one target creature gets -1/-1 until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Duress</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Duress</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Duress</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Elegy Acolyte (2)(B)(B) Creature -- Human Cleric <hr/> Lifelink Whenever one or more creatures you control deal combat damage to a player, you draw a card and lose 1 life. Void -- At the beginning of your end step, if a nonland permanent left the battlefield this turn or a spell was warped this turn, create a 2/2 colorless Robot artifact creature token. [sideboard] <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elegy Acolyte (2)(B)(B) Creature -- Human Cleric <hr/> Lifelink Whenever one or more creatures you control deal combat damage to a player, you draw a card and lose 1 life. Void -- At the beginning of your end step, if a nonland permanent left the battlefield this turn or a spell was warped this turn, create a 2/2 colorless Robot artifact creature token. [sideboard] <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	End of the Hunt (1)(B) Sorcery <hr/> Target opponent exiles a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Epic Downfall (1)(B) Sorcery <hr/> Exile target creature with mana value 3 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Epic Downfall (1)(B) Sorcery <hr/> Exile target creature with mana value 3 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karn, Argent Defender (2) Legendary Artifact Creature -- Golem <hr/> Artifacts and creatures entering the battlefield don't cause abilities to trigger. [sideboard] <div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karn, Argent Defender (2) Legendary Artifact Creature -- Golem <hr/> Artifacts and creatures entering the battlefield don't cause abilities to trigger. [sideboard] <div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overkill (2)(B) Instant <hr/> Target creature gets -0/-9999 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - teuzf - Standard v3 Group D42FE5 (Nighthowl Pursuer, Desolation Prowler)

sheet 9/10 - 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.

<div> <div>Terminal Criticism</div> <div> <div>1</div> <div>B</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Terminal Criticism</div> <div> <div>1</div> <div>B</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Terminal Criticism</div> <div> <div>1</div> <div>B</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	
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