

Archfiend of the Dross 2BB Creature -- Phyrexian Demon Flying This creature enters with four oil counters on it. At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game. Whenever a creature an opponent controls dies, its controller loses 2 life. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archfiend of the Dross 2BB Creature -- Phyrexian Demon Flying This creature enters with four oil counters on it. At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game. Whenever a creature an opponent controls dies, its controller loses 2 life. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archfiend of the Dross 2BB Creature -- Phyrexian Demon Flying This creature enters with four oil counters on it. At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game. Whenever a creature an opponent controls dies, its controller loses 2 life. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archfiend of the Dross 2BB Creature -- Phyrexian Demon Flying This creature enters with four oil counters on it. At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game. Whenever a creature an opponent controls dies, its controller loses 2 life. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Blazemire Verge Land {T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blazemire Verge Land {T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blazemire Verge Land {T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blazemire Verge Land {T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Blood Crypt Land -- Swamp Mountain (T): Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blood Crypt Land -- Swamp Mountain (T): Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blood Crypt Land -- Swamp Mountain (T): Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blood Crypt Land -- Swamp Mountain (T): Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

B R

When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")

{T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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②③

(As this Saga enters and after your draw step, add a lore counter.)
I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."
II -- You may discard up to two cards. If you do, draw that many cards.
III -- Exile this Saga, then return it to the battlefield transformed under your control.

- - - BACK FACE - - -

{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

(As this Saga enters and after your draw step, add a lore counter.)
 I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."
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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 3/10 - 8 cards - 2.5 x 3.5 in each

Fable of the Mirror-Breaker 2R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Reflection of Kiki-Jiki Enchantment Creature -- Goblin Shaman {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fable of the Mirror-Breaker 2R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Reflection of Kiki-Jiki Enchantment Creature -- Goblin Shaman {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal Push B Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal Push B Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Heartless Act Instant Choose one -- * Destroy target creature with no counters on it. * Remove up to three counters from target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hive of the Eye Tyrant Land If you control two or more other lands, this land enters tapped. {T}: Add {B}. {3}{B}: Until end of turn, this land becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hive of the Eye Tyrant Land If you control two or more other lands, this land enters tapped. {T}: Add {B}. {3}{B}: Until end of turn, this land becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mutavault Token Land {T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thoughtseize Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thoughtseize Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thoughtseize Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
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®

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

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If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.

(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

- - - RIGHT HALF - - -

3 B B

When you unlock this door, create a 6/6 black Demon creature token with flying.
(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

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2 B

Deathtouch
Whenever this creature deals combat damage to a player, they lose half their life, rounded up.
When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.

2/3

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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.

Unstoppable Slasher (2)(B) Creature -- Zombie Assassin Deathtouch Whenever this creature deals combat damage to a player, they lose half their life, rounded up. When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unstoppable Slasher (2)(B) Creature -- Zombie Assassin Deathtouch Whenever this creature deals combat damage to a player, they lose half their life, rounded up. When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unstoppable Slasher (2)(B) Creature -- Zombie Assassin Deathtouch Whenever this creature deals combat damage to a player, they lose half their life, rounded up. When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urborg, Tomb of Yawgmoth Legendary Land Each land is a Swamp in addition to its other land types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Anger of the Gods (1)(R)(R) Sorcery Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anger of the Gods (1)(R)(R) Sorcery Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead. [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

Go Blank 2B Sorcery Target player discards two cards. Then exile that player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hidetsugu Consumes All 1BR Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Destroy each nonland permanent with mana value 1 or less. II -- Exile all graveyards. III -- Exile this Saga, then return it to the battlefield transformed under your control. [sideboard] ----- -- - BACK FACE - - - Vessel of the All-Consuming Enchantment Creature -- Ogre Shaman Trample Whenever this creature deals damage, put a +1/+1 counter on it. Whenever this creature deals damage to a player, if it has dealt 10 or more damage to that player this turn, they lose the game. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hidetsugu Consumes All 1BR Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Destroy each nonland permanent with mana value 1 or less. II -- Exile all graveyards. III -- Exile this Saga, then return it to the battlefield transformed under your control. [sideboard] ----- -- - BACK FACE - - - Vessel of the All-Consuming Enchantment Creature -- Ogre Shaman Trample Whenever this creature deals damage, put a +1/+1 counter on it. Whenever this creature deals damage to a player, if it has dealt 10 or more damage to that player this turn, they lose the game. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Invoke Despair 1BBBB Sorcery Target opponent sacrifices a creature of their choice. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Invoke Despair 1BBBB Sorcery Target opponent sacrifices a creature of their choice. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Invoke Despair 1BBBB Sorcery Target opponent sacrifices a creature of their choice. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Meathook Massacre XB Legendary Enchantment When The Meathook Massacre enters, each creature gets -X/-X until end of turn. Whenever a creature you control dies, each opponent loses 1 life. Whenever a creature an opponent controls dies, you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Meathook Massacre XB Legendary Enchantment When The Meathook Massacre enters, each creature gets -X/-X until end of turn. Whenever a creature you control dies, each opponent loses 1 life. Whenever a creature an opponent controls dies, you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Unlicensed Hearse② Artifact -- Vehicle {T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2 [sideboard] */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unlicensed Hearse② Artifact -- Vehicle {T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2 [sideboard] */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unlicensed Hearse② Artifact -- Vehicle {T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2 [sideboard] */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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