

Battle at the Bridge X B Sorcery Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.) Target creature gets -X/-X until end of turn. You gain X life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cabal Stronghold Land {T}: Add {C}. {3}, {T}: Add {B} for each basic Swamp you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cabal Stronghold Land {T}: Add {C}. {3}, {T}: Add {B} for each basic Swamp you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cabal Stronghold Land {T}: Add {C}. {3}, {T}: Add {B} for each basic Swamp you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cabal Stronghold Land {T}: Add {C}. {3}, {T}: Add {B} for each basic Swamp you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dread Shade B B B Creature -- Shade {B}: This creature gets +1/+1 until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dread Shade B B B Creature -- Shade {B}: This creature gets +1/+1 until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dread Shade B B B Creature -- Shade {B}: This creature gets +1/+1 until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

BBB

{B}: This creature gets +1/+1 until end of turn.

3/3

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B

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.

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(B)

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BB

Deathtouch, lifelink

2/3

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BB

Deathtouch, lifelink

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BB

Deathtouch, lifelink

2/3

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Gifted Aetherborn (B)(B) Creature -- Aetherborn Vampire Deathtouch, lifelink 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gonti, Lord of Luxury (2)(B)(B) Legendary Creature -- Aetherborn Rogue Deathtouch When Gonti enters, look at the top four cards of target opponent's library, exile one of them face down, then put the rest on the bottom of that library in a random order. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karn, Scion of Urza (4) Legendary Planeswalker -- Karn [+1]: Reveal the top two cards of your library. An opponent chooses one of them. Put that card into your hand and exile the other with a silver counter on it. [-1]: Put a card you own with a silver counter on it from exile into your hand. [-2]: Create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control." L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karn, Scion of Urza (4) Legendary Planeswalker -- Karn [+1]: Reveal the top two cards of your library. An opponent chooses one of them. Put that card into your hand and exile the other with a silver counter on it. [-1]: Put a card you own with a silver counter on it from exile into your hand. [-2]: Create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control." L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - Koleigh1 - Standard (Standard League)

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

Never 1BB Sorcery Destroy target creature or planeswalker. Return 3B Sorcery Aftermath (Cast this spell only from your graveyard. Then exile it.) Exile target card from a graveyard. Create a 2/2 black Zombie creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Never 1BB Sorcery Destroy target creature or planeswalker. Return 3B Sorcery Aftermath (Cast this spell only from your graveyard. Then exile it.) Exile target card from a graveyard. Create a 2/2 black Zombie creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Never 1BB Sorcery Destroy target creature or planeswalker. Return 3B Sorcery Aftermath (Cast this spell only from your graveyard. Then exile it.) Exile target card from a graveyard. Create a 2/2 black Zombie creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ravenous Chupacabra 2BB Creature -- Beast Horror When this creature enters, destroy target creature an opponent controls. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ravenous Chupacabra 2BB Creature -- Beast Horror When this creature enters, destroy target creature an opponent controls. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Vraska's Contempt (2)(B)(B) Instant Exile target creature or planeswalker. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vraska's Contempt (2)(B)(B) Instant Exile target creature or planeswalker. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vraska's Contempt (2)(B)(B) Instant Exile target creature or planeswalker. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vraska's Contempt (2)(B)(B) Instant Exile target creature or planeswalker. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Walking Ballista Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. {4}: Put a +1/+1 counter on this creature. Remove a +1/+1 counter from this creature: It deals 1 damage to any target. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Walking Ballista Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. {4}: Put a +1/+1 counter on this creature. Remove a +1/+1 counter from this creature: It deals 1 damage to any target. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Walking Ballista Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. {4}: Put a +1/+1 counter on this creature. Remove a +1/+1 counter from this creature: It deals 1 damage to any target. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Walking Ballista Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. {4}: Put a +1/+1 counter on this creature. Remove a +1/+1 counter from this creature: It deals 1 damage to any target. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Arguel's Blood Fast Legendary Enchantment {1}{B}, Pay 2 life: Draw a card. At the beginning of your upkeep, if you have 5 or less life, you may transform Arguel's Blood Fast. [sideboard] ----- BACK FACE ----- Temple of Aclazotz Legendary Land (Transforms from Arguel's Blood Fast.) {T}: Add {B}. {T}, Sacrifice a creature: You gain life equal to the sacrificed creature's toughness. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arguel's Blood Fast Legendary Enchantment {1}{B}, Pay 2 life: Draw a card. At the beginning of your upkeep, if you have 5 or less life, you may transform Arguel's Blood Fast. [sideboard] ----- BACK FACE ----- Temple of Aclazotz Legendary Land (Transforms from Arguel's Blood Fast.) {T}: Add {B}. {T}, Sacrifice a creature: You gain life equal to the sacrificed creature's toughness. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doomfall Sorcery Choose one -- * Target opponent exiles a creature they control. * Target opponent reveals their hand. You choose a nonland card from it. Exile that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doomfall Sorcery Choose one -- * Target opponent exiles a creature they control. * Target opponent reveals their hand. You choose a nonland card from it. Exile that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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

Doomfall 2 B Sorcery Choose one -- * Target opponent exiles a creature they control. * Target opponent reveals their hand. You choose a nonland card from it. Exile that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Essence Extraction 1 B B Instant Essence Extraction deals 3 damage to target creature and you gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Essence Extraction 1 B B Instant Essence Extraction deals 3 damage to target creature and you gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Essence Extraction 1 B B Instant Essence Extraction deals 3 damage to target creature and you gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Gonti, Lord of Luxury 2BB Legendary Creature -- Aetherborn Rogue Deathtouch When Gonti enters, look at the top four cards of target opponent's library, exile one of them face down, then put the rest on the bottom of that library in a random order. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lost Legacy 1BB Sorcery Choose a nonartifact, nonland card name. Search target player'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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Treasure Map 2 Artifact {1}, {T}: Scry 1. Put a landmark counter on this artifact. Then if there are three or more landmark counters on it, remove those counters, transform this artifact, and create three Treasure tokens. (They're artifacts with "{T}, Sacrifice this token: Add one mana of any color.") [sideboard] BACK FACE Treasure Cove Land (Transforms from Treasure Map.) {T}: Add {C}. {T}, Sacrifice a Treasure: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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