

Land

When this land enters, you get {E}
(an energy counter).
{T}: Add {C}.
{T}, Pay {E}: Add one mana of any
color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Instant

Destroy target nonlegendary creature.

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Destroy target nonlegendary creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Creature -- Snake Wizard

When this creature enters, you may draw cards equal to its power. If you do, discard two cards.

Eternalize {5}{U}{U} ({5}{U}{U}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Snake Wizard with no mana cost. Eternalize only as a sorcery.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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When this creature enters, you may draw cards equal to its power. If you do, discard two cards. Eternalize {5}{U}{U} ({5}{U}{U}), Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Snake Wizard with no mana cost. Eternalize only as a sorcery.)

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Champion of Wits 2U Creature -- Snake Wizard When this creature enters, you may draw cards equal to its power. If you do, discard two cards. Eternalize {5}{U}{U} ({5}{U}{U}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Snake Wizard with no mana cost. Eternalize only as a sorcery.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Champion of Wits 2U Creature -- Snake Wizard When this creature enters, you may draw cards equal to its power. If you do, discard two cards. Eternalize {5}{U}{U} ({5}{U}{U}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Snake Wizard with no mana cost. Eternalize only as a sorcery.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doomfall 2B 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doomfall 2B 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Drowned Catacomb Land This land enters tapped unless you control an Island or a Swamp. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drowned Catacomb Land This land enters tapped unless you control an Island or a Swamp. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drowned Catacomb Land This land enters tapped unless you control an Island or a Swamp. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drowned Catacomb Land This land enters tapped unless you control an Island or a Swamp. {T}: Add {U} or {B}. 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	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
Fetid Pools Land -- Island Swamp ({T}: Add {U} or {B}.) This land enters tapped. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fetid Pools Land -- Island Swamp ({T}: Add {U} or {B}.) This land enters tapped. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fetid Pools Land -- Island Swamp ({T}: Add {U} or {B}.) This land enters tapped. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fetid Pools Land -- Island Swamp ({T}: Add {U} or {B}.) This land enters tapped. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Land

{T}: Add {C}.
{2}, {T}, Sacrifice this land:
Destroy target nonbasic land an
opponent controls. Each player
searches their library for a basic
land card, puts it onto the
battlefield, then shuffles.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {C}.
{2}, {T}, Sacrifice this land:
Destroy target nonbasic land an
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BB

Creature -- Aetherborn Vampire

Deathtouch, lifelink

2/3

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Deathtouch, lifelink

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Creature -- Aetherborn Vampire

Deathtouch, lifelink

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B

Creature - - Human Rogue

Menace
Whenever this creature enters or attacks, you get {E} (an energy counter).
At the beginning of your upkeep, you may pay {E}{E}. If you do, you draw a card and you lose 1 life.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B

Creature -- Human Rogue

Menace
Whenever this creature enters or attacks, you get {E} (an energy counter).
At the beginning of your upkeep, you may pay {E}{E}. If you do, you draw a card and you lose 1 life.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Whenever this creature enters or attacks, you get {E} (an energy counter).
At the beginning of your upkeep, you may pay {E}{E}. If you do, you draw a card and you lose 1 life.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Menace
Whenever this creature enters or attacks, you get {E} (an energy counter).
At the beginning of your upkeep, you may pay {E}{E}. If you do, you draw a card and you lose 1 life.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

$$(\{T\}: \text{Add } \{U\}.)$$

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$$(\{T\} : \text{Add } \{U\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

$$(\{T\}: \text{Add } \{U\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

```
[+1]: Create a 2/2 black Zombie creature token. Mill two cards.
[-3]: Return target creature card from your graveyard to the battlefield. That creature is a black Zombie in addition to its other colors and types.
[-7]: Destroy all non-Zombie creatures.
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L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

```
[+1]: Create a 2/2 black Zombie creature token. Mill two cards. [-3]: Return target creature card from your graveyard to the battlefield. That creature is a black Zombie in addition to its other colors and types. [-7]: Destroy all non-Zombie creatures.
```

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①BB

Destroy target creature or planeswalker.

③ ⑤

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

Playtest cards - tarkanmaq - Standard (Standard League) sheet 5/10 - 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.

sheet 5/10 - 8 cards - 2.5 x 3.5 in each

2 B B

When this creature enters, destroy target creature an opponent controls.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

When this creature enters, destroy target creature an opponent controls.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

$$(\{T\} : \text{Add } \{B\}.)$$

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Swamp

$$(\{T\}: \text{Add } \{B\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Syncopate X U Instant Counter target spell unless its controller pays {X}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Syncopate X U Instant Counter target spell unless its controller pays {X}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Scarab God 3 U B Legendary Creature -- God At the beginning of your upkeep, each opponent loses X life and you scry X, where X is the number of Zombies you control. {2}{U}{B}: Exile target creature card from a graveyard. Create a token that's a copy of it, except it's a 4/4 black Zombie. When The Scarab God dies, return it to its owner's hand at the beginning of the next end step. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Scarab God 3 U B Legendary Creature -- God At the beginning of your upkeep, each opponent loses X life and you scry X, where X is the number of Zombies you control. {2}{U}{B}: Exile target creature card from a graveyard. Create a token that's a copy of it, except it's a 4/4 black Zombie. When The Scarab God dies, return it to its owner's hand at the beginning of the next end step. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Scarab God 3 U B Legendary Creature -- God At the beginning of your upkeep, each opponent loses X life and you scry X, where X is the number of Zombies you control. {2}{U}{B}: Exile target creature card from a graveyard. Create a token that's a copy of it, except it's a 4/4 black Zombie. When The Scarab God dies, return it to its owner's hand at the beginning of the next end step. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Vraska's Contempt Instant Exile target creature or planeswalker. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vraska's Contempt Instant Exile target creature or planeswalker. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vraska's Contempt Instant Exile target creature or planeswalker. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vraska's Contempt Instant Exile target creature or planeswalker. You gain 2 life. 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	Cast Down Instant Destroy target nonlegendary creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deadeye Tracker Creature -- Human Pirate {1}{B}, {T}: Exile two target cards from an opponent's graveyard. This creature explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Deadeye Tracker (B) Creature -- Human Pirate {1}{B}, {T}: Exile two target cards from an opponent's graveyard. This creature explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.) [sideboard] 1/1 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	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
Golden Demise (1)(B)(B) Sorcery Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) All creatures get -2/-2 until end of turn. If you have the city's blessing, instead only creatures your opponents control get -2/-2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight of Malice (1)(B) Creature -- Human Knight First strike (This creature deals combat damage before creatures without first strike.) Hexproof from white (This creature can't be the target of white spells or abilities your opponents control.) This creature gets +1/+0 as long as any player controls a white permanent. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight of Malice (1)(B) Creature -- Human Knight First strike (This creature deals combat damage before creatures without first strike.) Hexproof from white (This creature can't be the target of white spells or abilities your opponents control.) This creature gets +1/+0 as long as any player controls a white permanent. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate (1)(U) Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - tarkanmag - Standard (Standard League)

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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

① ②

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Destroy target creature or planeswalker.

[sideboard]

- - - AFTERMATH HALF - - -

③ ④

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