

Aether Hub 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 PLAYbotbox.dev	Aether Hub 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 PLAYbotbox.dev	Aether Hub 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 PLAYbotbox.dev	Aether Hub 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 PLAYbotbox.dev
Arguel's Blood Fast 1B 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. ----- 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 1B 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. ----- 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 1B Instant Destroy target nonlegendary creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cast Down 1B Instant Destroy target nonlegendary creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Champion of Wits 2 U 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	Champion of Wits 2 U 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	Champion of Wits 2 U 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	Champion of Wits 2 U 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
Commit 3 U Instant Put target spell or nonland permanent into its owner's library second from the top. ----- - - - AFTERMATH HALF - - - Memory 4 U U Sorcery Aftermath (Cast this spell only from your graveyard. Then exile it.) Each player shuffles their hand and graveyard into their library, then draws seven cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

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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	Field of Ruin 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 PLAYbotbox.dev	Field of Ruin 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 PLAYbotbox.dev	Glimmer of Genius 3U Instant Scry 2, then draw two cards. You get {E}{E} (two energy counters). PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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

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Basic Land -- Island

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

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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

Liliana, Death's Majesty 3BB Legendary Planeswalker -- Liliana [+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	Never 1BB Sorcery Destroy target creature or planeswalker. ----- AFTERMATH HALF ----- 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	Supreme Will 2U Instant Choose one -- * Counter target spell unless its controller pays {3}. * Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Supreme Will 2U Instant Choose one -- * Counter target spell unless its controller pays {3}. * Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. 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	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - 0551 - Standard (Standard League)

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Swamp

Basic Land -- Swamp

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

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

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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 PLAY botbox.dev

(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 PLAY botbox.dev

4 U U

Artifact Creature -- Construct

Flash

When this creature enters, you may cast target instant card from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead.

5/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 U U

Artifact Creature -- Construct

Flash

When this creature enters, you may cast target instant card from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead.

5/6

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

Vraska's Contempt 2BB Instant Exile target creature or planeswalker. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vraska's Contempt 2BB Instant Exile target creature or planeswalker. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vraska's Contempt 2BB Instant Exile target creature or planeswalker. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vraska's Contempt 2BB Instant Exile target creature or planeswalker. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cast Down 1B Instant Destroy target nonlegendary creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Confiscation Coup 3UU Sorcery Choose target artifact or creature. You get {E}{E}{E}{E} (four energy counters), then you may pay an amount of {E} equal to that permanent's mana value. If you do, gain control of it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Confiscation Coup 3UU Sorcery Choose target artifact or creature. You get {E}{E}{E}{E} (four energy counters), then you may pay an amount of {E} equal to that permanent's mana value. If you do, gain control of it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 1/1

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
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 PLAY botbox.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 PLAY botbox.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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glimmer of Genius 3 U Instant Scry 2, then draw two cards. You get {E}{E} (two energy counters). [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jace's Defeat 1 U Instant Counter target blue spell. If it was a Jace planeswalker spell, scry 2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jace's Defeat 1 U Instant Counter target blue spell. If it was a Jace planeswalker spell, scry 2. [sideboard] 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	
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