

Ayara, First of Locthwain (B)(B)(B) Legendary Creature -- Elf Noble Whenever Ayara or another black creature you control enters, each opponent loses 1 life and you gain 1 life. {T}, Sacrifice another black creature: Draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ayara, First of Locthwain (B)(B)(B) Legendary Creature -- Elf Noble Whenever Ayara or another black creature you control enters, each opponent loses 1 life and you gain 1 life. {T}, Sacrifice another black creature: Draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ayara, First of Locthwain (B)(B)(B) Legendary Creature -- Elf Noble Whenever Ayara or another black creature you control enters, each opponent loses 1 life and you gain 1 life. {T}, Sacrifice another black creature: Draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ayara, First of Locthwain (B)(B)(B) Legendary Creature -- Elf Noble Whenever Ayara or another black creature you control enters, each opponent loses 1 life and you gain 1 life. {T}, Sacrifice another black creature: Draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Castle Locthwain Land This land enters tapped unless you control a Swamp. {T}: Add {B}. {1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Castle Locthwain Land This land enters tapped unless you control a Swamp. {T}: Add {B}. {1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Castle Locthwain Land This land enters tapped unless you control a Swamp. {T}: Add {B}. {1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Castle Locthwain Land This land enters tapped unless you control a Swamp. {T}: Add {B}. {1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - masterofseasons - Standard (Standard Challenge)

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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

Cauldron Familiar (B) Creature -- Cat When this creature enters, each opponent loses 1 life and you gain 1 life. Sacrifice a Food: Return this card from your graveyard to the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cauldron Familiar (B) Creature -- Cat When this creature enters, each opponent loses 1 life and you gain 1 life. Sacrifice a Food: Return this card from your graveyard to the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cauldron Familiar (B) Creature -- Cat When this creature enters, each opponent loses 1 life and you gain 1 life. Sacrifice a Food: Return this card from your graveyard to the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cauldron Familiar (B) Creature -- Cat When this creature enters, each opponent loses 1 life and you gain 1 life. Sacrifice a Food: Return this card from your graveyard to the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cavalier of Night (2)(B)(B)(B) Creature -- Elemental Knight Lifelink When this creature enters, you may sacrifice another creature. When you do, destroy target creature an opponent controls. When this creature dies, return target creature card with mana value 3 or less from your graveyard to the battlefield. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavalier of Night (2)(B)(B)(B) Creature -- Elemental Knight Lifelink When this creature enters, you may sacrifice another creature. When you do, destroy target creature an opponent controls. When this creature dies, return target creature card with mana value 3 or less from your graveyard to the battlefield. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dreadhorde Invasion (1)(B) Enchantment At the beginning of your upkeep, you lose 1 life and amass Zombies 1. (Put a +1/+1 counter on an Army you control. It's also a Zombie. If you don't control an Army, create a 0/0 black Zombie Army creature token first.) Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drill Bit (2)(B) Sorcery Spectacle {B} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.) Target player reveals their hand. You choose a nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Spectacle {B} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)
Target player reveals their hand.
You choose a nonland card from it.
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This creature enters tapped.
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2 B

Whenever a nontoken creature you control dies, this creature deals 1 damage to you and you draw a card.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Midnight Reaper 2 B Creature -- Zombie Knight Whenever a nontoken creature you control dies, this creature deals 1 damage to you and you draw a card. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Midnight Reaper 2 B Creature -- Zombie Knight Whenever a nontoken creature you control dies, this creature deals 1 damage to you and you draw a card. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Midnight Reaper 2 B Creature -- Zombie Knight Whenever a nontoken creature you control dies, this creature deals 1 damage to you and you draw a card. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Murderous Rider 1 B B Creature -- Zombie Knight Lifelink When this creature dies, put it on the bottom of its owner's library. 2/3 -----ADVENTURE----- Swift End 1 B B Instant -- Adventure Destroy target creature or planeswalker. You lose 2 life. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Orzhov Enforcer ① ② Creature -- Human Rogue Deathtouch Afterlife 1 (When this creature dies, create a 1/1 white and black Spirit creature token with flying.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Orzhov Enforcer ① ② Creature -- Human Rogue Deathtouch Afterlife 1 (When this creature dies, create a 1/1 white and black Spirit creature token with flying.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Orzhov Enforcer ① ② Creature -- Human Rogue Deathtouch Afterlife 1 (When this creature dies, create a 1/1 white and black Spirit creature token with flying.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Priest of Forgotten Gods ① ② Creature -- Human Cleric {T}, Sacrifice two other creatures: Any number of target players each lose 2 life and sacrifice a creature of their choice. You add {B}{B} and draw a card. (Activate only as an instant.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Witch's Oven Artifact {T}, Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Witch's Oven Artifact {T}, Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Witch's Oven Artifact {T}, Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Witch's Oven Artifact {T}, Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cavalier of Night Creature -- Elemental Knight Lifelink When this creature enters, you may sacrifice another creature. When you do, destroy target creature an opponent controls. When this creature dies, return target creature card with mana value 3 or less from your graveyard to the battlefield. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavalier of Night Creature -- Elemental Knight Lifelink When this creature enters, you may sacrifice another creature. When you do, destroy target creature an opponent controls. When this creature dies, return target creature card with mana value 3 or less from your graveyard to the battlefield. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Davriel, Rogue Shadowmage Legendary Planeswalker -- Davriel At the beginning of each opponent's upkeep, if that player has one or fewer cards in hand, Davriel deals 2 damage to them. [-1]: Target player discards a card. [sideboard] L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Davriel, Rogue Shadowmage Legendary Planeswalker -- Davriel At the beginning of each opponent's upkeep, if that player has one or fewer cards in hand, Davriel deals 2 damage to them. [-1]: Target player discards a card. [sideboard] L 3 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 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	Legion's End (1)(B) Sorcery Exile target creature an opponent controls with mana value 2 or less and all other creatures that player controls with the same name as that creature. Then that player reveals their hand and exiles all cards with that name from their hand and graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Legion's End (1)(B) Sorcery Exile target creature an opponent controls with mana value 2 or less and all other creatures that player controls with the same name as that creature. Then that player reveals their hand and exiles all cards with that name from their hand and graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Massacre Girl (3)(B)(B) Legendary Creature -- Human Assassin Menace When Massacre Girl enters, each other creature gets -1/-1 until end of turn. Whenever a creature dies this turn, each creature other than Massacre Girl gets -1/-1 until end of turn. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Noxious Grasp (1)(B) Instant Destroy target creature or planeswalker that's green or white. You gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Noxious Grasp (1)(B) Instant Destroy target creature or planeswalker that's green or white. You gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Priest of Forgotten Gods (1)(B) Creature -- Human Cleric {T}, Sacrifice two other creatures: Any number of target players each lose 2 life and sacrifice a creature of their choice. You add {B}{B} and draw a card. (Activate only as an instant.) [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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