

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 PLAYbotbox.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 PLAYbotbox.dev	Drill Bit 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 PLAYbotbox.dev	Drill Bit 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 PLAYbotbox.dev
Drill Bit 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 PLAYbotbox.dev	Drill Bit 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 PLAYbotbox.dev	Embercleave Legendary Artifact -- Equipment Flash This spell costs {1} less to cast for each attacking creature you control. When Embercleave enters, attach it to target creature you control. Equipped creature gets +1/+1 and has double strike and trample. Equip {3} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Embercleave Legendary Artifact -- Equipment Flash This spell costs {1} less to cast for each attacking creature you control. When Embercleave enters, attach it to target creature you control. Equipped creature gets +1/+1 and has double strike and trample. Equip {3} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Embercleave (4)(R)(R) Legendary Artifact -- Equipment Flash This spell costs {1} less to cast for each attacking creature you control. When Embercleave enters, attach it to target creature you control. Equipped creature gets +1/+1 and has double strike and trample. Equip {3}	Embercleave (4)(R)(R) Legendary Artifact -- Equipment Flash This spell costs {1} less to cast for each attacking creature you control. When Embercleave enters, attach it to target creature you control. Equipped creature gets +1/+1 and has double strike and trample. Equip {3}	Fervent Champion (R) Creature -- Human Knight First strike, haste Whenever this creature attacks, another target attacking Knight you control gets +1/+0 until end of turn. Equip abilities you activate that target this creature cost {3} less to activate.	Fervent Champion (R) Creature -- Human Knight First strike, haste Whenever this creature attacks, another target attacking Knight you control gets +1/+0 until end of turn. Equip abilities you activate that target this creature cost {3} less to activate.
Fervent Champion (R) Creature -- Human Knight First strike, haste Whenever this creature attacks, another target attacking Knight you control gets +1/+0 until end of turn. Equip abilities you activate that target this creature cost {3} less to activate.	Fervent Champion (R) Creature -- Human Knight First strike, haste Whenever this creature attacks, another target attacking Knight you control gets +1/+0 until end of turn. Equip abilities you activate that target this creature cost {3} less to activate.	Gutterbones (B) Creature -- Skeleton Warrior This creature enters tapped. {1}{B}: Return this card from your graveyard to your hand. Activate only during your turn and only if an opponent lost life this turn.	Gutterbones (B) Creature -- Skeleton Warrior This creature enters tapped. {1}{B}: Return this card from your graveyard to your hand. Activate only during your turn and only if an opponent lost life this turn.

B

This creature enters tapped.
{1}{B}: Return this card from your graveyard to your hand. Activate only during your turn and only if an opponent lost life this turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

This creature enters tapped.
{1}{B}: Return this card from your graveyard to your hand. Activate only during your turn and only if an opponent lost life this turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

{2}{B}: This creature gets +3/+3 and gains deathtouch until end of turn. At the beginning of your end step, if a player lost 4 or more life this turn, put a +1/+1 counter on this creature. (Damage causes loss of life.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

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

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Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Murderous Rider 1B B Creature -- Zombie Knight Lifelink When this creature dies, put it on the bottom of its owner's library. 2/3 -----ADVENTURE----- Swift End 1B 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	Murderous Rider 1B B Creature -- Zombie Knight Lifelink When this creature dies, put it on the bottom of its owner's library. 2/3 -----ADVENTURE----- Swift End 1B 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	Murderous Rider 1B B Creature -- Zombie Knight Lifelink When this creature dies, put it on the bottom of its owner's library. 2/3 -----ADVENTURE----- Swift End 1B 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	Murderous Rider 1B B Creature -- Zombie Knight Lifelink When this creature dies, put it on the bottom of its owner's library. 2/3 -----ADVENTURE----- Swift End 1B 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

Rotting Regisaur 2B Creature -- Zombie Dinosaur At the beginning of your upkeep, discard a card. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rotting Regisaur 2B Creature -- Zombie Dinosaur At the beginning of your upkeep, discard a card. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rotting Regisaur 2B Creature -- Zombie Dinosaur At the beginning of your upkeep, discard a card. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rotting Regisaur 2B Creature -- Zombie Dinosaur At the beginning of your upkeep, discard a card. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Stormfist Crusader BR Creature -- Human Knight Menace At the beginning of your upkeep, each player draws a card and loses 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stormfist Crusader BR Creature -- Human Knight Menace At the beginning of your upkeep, each player draws a card and loses 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stormfist Crusader BR Creature -- Human Knight Menace At the beginning of your upkeep, each player draws a card and loses 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stormfist Crusader BR Creature -- Human Knight Menace At the beginning of your upkeep, each player draws a card and loses 1 life. 2/2 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	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
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Tournament Grounds Land {T}: Add {C}. {T}: Add {R}, {W}, or {B}. Spend this mana only to cast a Knight or Equipment spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tournament Grounds Land {T}: Add {C}. {T}: Add {R}, {W}, or {B}. Spend this mana only to cast a Knight or Equipment spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tournament Grounds Land {T}: Add {C}. {T}: Add {R}, {W}, or {B}. Spend this mana only to cast a Knight or Equipment spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tournament Grounds Land {T}: Add {C}. {T}: Add {R}, {W}, or {B}. Spend this mana only to cast a Knight or Equipment spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Bonecrusher Giant 2R Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. [sideboard] 4/3 -----ADVENTURE----- Stomp 1R Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bonecrusher Giant 2R Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. [sideboard] 4/3 -----ADVENTURE----- Stomp 1R Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bonecrusher Giant 2R Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. [sideboard] 4/3 -----ADVENTURE----- Stomp 1R Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. 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] 2/1 Battle Display (R) Sorcery -- Adventure Destroy target artifact. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Embereth Shieldbreaker (1)(R) Creature -- Human Knight [sideboard] 2/1 Battle Display (R) Sorcery -- Adventure Destroy target artifact. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Embereth Shieldbreaker (1)(R) Creature -- Human Knight [sideboard] 2/1 Battle Display (R) Sorcery -- Adventure Destroy target artifact. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Embereth Shieldbreaker (1)(R) Creature -- Human Knight [sideboard] 2/1 Battle Display (R) Sorcery -- Adventure Destroy target artifact. (Then exile this card. You may cast the creature later from exile.) 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	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

Playtest cards - quinniac - Standard (Standard Challenge)

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

Spawn of Mayhem 2 B B Creature -- Demon Spectacle {1}{B}{B} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.) Flying, trample At the beginning of your upkeep, this creature deals 1 damage to each player. Then if you have 10 or less life, put a +1/+1 counter on this creature. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spawn of Mayhem 2 B B Creature -- Demon Spectacle {1}{B}{B} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.) Flying, trample At the beginning of your upkeep, this creature deals 1 damage to each player. Then if you have 10 or less life, put a +1/+1 counter on this creature. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spawn of Mayhem 2 B B Creature -- Demon Spectacle {1}{B}{B} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.) Flying, trample At the beginning of your upkeep, this creature deals 1 damage to each player. Then if you have 10 or less life, put a +1/+1 counter on this creature. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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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 10/10 - 3 cards - 2.5 x 3.5 in each