



**B R**

When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")

{T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.

**3/2**

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Card

Card

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## Card

Card

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Card

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U B R

When this creature enters, exile up to one target creature card from a graveyard. If a card is put into exile this way, look at the top three cards of your library, then put one of those cards into your hand and the rest into your graveyard.

**3/3**

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U B R

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3/3

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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 2/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>Corpse Appraiser</div> <div> <div>U</div> <div>B</div> <div>R</div> </div> </div> <div> <div>Creature -- Vampire Rogue</div> <div> <p>When this creature enters, exile up to one target creature card from a graveyard. If a card is put into exile this way, look at the top three cards of your library, then put one of those cards into your hand and the rest into your graveyard.</p> </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                 | <div> <div>Duress</div> <div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | <div> <div>Evelyn, the Covetous</div> <div> <div>2</div> <div>U/B</div> <div>B</div> <div>B/R</div> </div> </div> <div> <div>Legendary Creature -- Vampire Rogue</div> <div> <p>Flash<br/>Whenever Evelyn or another Vampire you control enters, exile the top card of each player's library with a collection counter on it. Once each turn, you may play a card from exile with a collection counter on it if it was exiled by an ability you controlled, and you may spend mana as though it were mana of any color to cast it.</p> </div> <div>2/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                             | <div> <div>Evelyn, the Covetous</div> <div> <div>2</div> <div>U/B</div> <div>B</div> <div>B/R</div> </div> </div> <div> <div>Legendary Creature -- Vampire Rogue</div> <div> <p>Flash<br/>Whenever Evelyn or another Vampire you control enters, exile the top card of each player's library with a collection counter on it. Once each turn, you may play a card from exile with a collection counter on it if it was exiled by an ability you controlled, and you may spend mana as though it were mana of any color to cast it.</p> </div> <div>2/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                             |
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| <div><div><div>Fable of the Mirror-Breaker</div><div>2R</div></div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>----- BACK FACE -----</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Haunted Ridge</div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Haunted Ridge</div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hive of the Eye Tyrant</div><div>Land</div><div>If you control two or more other lands, this land enters tapped.<br/>{T}: Add {B}.<br/>{3}{B}: Until end of turn, this land becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                      |
| <div><div>Hive of the Eye Tyrant</div><div>Land</div><div>If you control two or more other lands, this land enters tapped.<br/>{T}: Add {B}.<br/>{3}{B}: Until end of turn, this land becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                  | <div><div>Infernal Grasp</div><div>1B</div><div>Instant</div><div>Destroy target creature. You lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   | <div><div>Infernal Grasp</div><div>1B</div><div>Instant</div><div>Destroy target creature. You lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   | <div><div>Kaito Shizuki</div><div>1UB</div><div>Legendary Planeswalker -- Kaito</div><div>At the beginning of your end step, if Kaito entered this turn, he phases out.<br/>[+1]: Draw a card. Then discard a card unless you attacked this turn.<br/>[-2]: Create a 1/1 blue Ninja creature token with "This token can't be blocked."<br/>[-7]: You get an emblem with "Whenever a creature you control deals combat damage to a player, search your library for a blue or black creature card, put it onto the battlefield, then shuffle."</div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

① ② ③

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**L 3**

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Basic Land -- Mountain

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

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## Land

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

- - - BACK FACE - - -

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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

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| <div><div>Sorin the Mirthless (2)(B)(B)</div><div>Legendary Planeswalker -- Sorin</div><div><div>[+1]: Look at the top card of your library. You may reveal that card and put it into your hand. If you do, you lose life equal to its mana value.</div><div>[-2]: Create a 2/3 black Vampire creature token with flying and lifelink.</div><div>[-7]: Sorin deals 13 damage to any target. You gain 13 life.</div></div><div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Soul Transfer (1)(B)(B)</div><div>Sorcery</div><div><div>Choose one. If you control an artifact and an enchantment as you cast this spell, you may choose both instead.</div><div>* Exile target creature or planeswalker.</div><div>* Return target creature or planeswalker card from your graveyard to your hand.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Spell Pierce (U)</div><div>Instant</div><div><div>Counter target noncreature spell unless its controller pays {2}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Stormcarved Coast</div><div>Land</div><div><div>This land enters tapped unless you control two or more other lands.</div><div>{T}: Add {U} or {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                              |
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| <div><div><div>Tenacious Underdog</div><div><div>1</div><div>B</div></div></div><div>Creature -- Human Warrior</div><div>Blitz--{2}{B}{B}, Pay 2 life. (If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.) You may cast this card from your graveyard using its blitz ability.</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Tenacious Underdog</div><div><div>1</div><div>B</div></div></div><div>Creature -- Human Warrior</div><div>Blitz--{2}{B}{B}, Pay 2 life. (If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.) You may cast this card from your graveyard using its blitz ability.</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>The Meathook Massacre</div><div><div>X</div><div>B</div><div>B</div></div></div><div>Legendary Enchantment</div><div>When The Meathook Massacre enters, each creature gets -X/-X until end of turn. Whenever a creature you control dies, each opponent loses 1 life. Whenever a creature an opponent controls dies, you gain 1 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>The Meathook Massacre</div><div><div>X</div><div>B</div><div>B</div></div></div><div>Legendary Enchantment</div><div>When The Meathook Massacre enters, each creature gets -X/-X until end of turn. Whenever a creature you control dies, each opponent loses 1 life. Whenever a creature an opponent controls dies, you gain 1 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Voltage Surge</div><div><div>R</div></div></div><div>Instant</div><div>As an additional cost to cast this spell, you may sacrifice an artifact. Voltage Surge deals 2 damage to target creature or planeswalker. If this spell's additional cost was paid, Voltage Surge deals 4 damage instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                 | <div><div><div>Voltage Surge</div><div><div>R</div></div></div><div>Instant</div><div>As an additional cost to cast this spell, you may sacrifice an artifact. Voltage Surge deals 2 damage to target creature or planeswalker. If this spell's additional cost was paid, Voltage Surge deals 4 damage instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                 | <div><div><div>Voltage Surge</div><div><div>R</div></div></div><div>Instant</div><div>As an additional cost to cast this spell, you may sacrifice an artifact. Voltage Surge deals 2 damage to target creature or planeswalker. If this spell's additional cost was paid, Voltage Surge deals 4 damage instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                      | <div><div><div>Voltage Surge</div><div><div>R</div></div></div><div>Instant</div><div>As an additional cost to cast this spell, you may sacrifice an artifact. Voltage Surge deals 2 damage to target creature or planeswalker. If this spell's additional cost was paid, Voltage Surge deals 4 damage instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                      |

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| <div><div><div>Xander's Lounge</div><div>Land -- Island Swamp Mountain</div><div>{T}: Add {U}, {B}, or {R}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Xander's Lounge</div><div>Land -- Island Swamp Mountain</div><div>{T}: Add {U}, {B}, or {R}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Xander's Lounge</div><div>Land -- Island Swamp Mountain</div><div>{T}: Add {U}, {B}, or {R}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Xander's Lounge</div><div>Land -- Island Swamp Mountain</div><div>{T}: Add {U}, {B}, or {R}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Abrade</div><div>Instant</div><div>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 | <div><div><div>Annuḷ</div><div>Instant</div><div>Counter target artifact or enchantment spell.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                 | <div><div><div>Annuḷ</div><div>Instant</div><div>Counter target artifact or enchantment spell.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                 | <div><div><div>Annuḷ</div><div>Instant</div><div>Counter target artifact or enchantment spell.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                 |



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| <div><div>Disdainful Stroke</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target spell with mana value 4 or greater.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           | <div><div>Disdainful Stroke</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target spell with mana value 4 or greater.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                      | <div><div>Disdainful Stroke</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target spell with mana value 4 or greater.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Go Blank</div><div><div>2</div><div>B</div></div></div> <div><div>Sorcery</div><div>Target player discards two cards. Then exile that player's graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                            |
| <div><div>Go Blank</div><div><div>2</div><div>B</div></div></div> <div><div>Sorcery</div><div>Target player discards two cards. Then exile that player's graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mind Flayer</div><div><div>3</div><div>U</div><div>U</div></div></div> <div><div>Creature -- Horror</div><div>Dominate Monster -- When this creature enters, gain control of target creature for as long as you control this creature.</div><div>[sideboard]</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Negate</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             | <div><div>Ray of Enfeeblement</div><div><div>B</div></div></div> <div><div>Instant</div><div>Target creature gets -4/-1 until end of turn. If that creature is white, it gets -4/-4 until end of turn instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div> Ray of Enfeeblement B </div> <div> Instant </div> <div> Target creature gets -4/-1 until end of turn. If that creature is white, it gets -4/-4 until end of turn instead. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Soul Transfer 1B B </div> <div> Sorcery </div> <div> Choose one. If you control an artifact and an enchantment as you cast this spell, you may choose both instead. <ul style="list-style-type: none"> <li>* Exile target creature or planeswalker.</li> <li>* Return target creature or planeswalker card from your graveyard to your hand.</li> </ul> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> The Meathook Massacre X B B </div> <div> Legendary Enchantment </div> <div> When The Meathook Massacre enters, each creature gets -X/-X until end of turn. Whenever a creature you control dies, each opponent loses 1 life. Whenever a creature an opponent controls dies, you gain 1 life. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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