

<div><div>Accursed Marauder</div><div><div>1</div><div>B</div></div></div> <div><div>Creature -- Zombie Warrior</div><div>When this creature enters, each player sacrifices a nontoken creature of their choice.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Accursed Marauder</div><div><div>1</div><div>B</div></div></div> <div><div>Creature -- Zombie Warrior</div><div>When this creature enters, each player sacrifices a nontoken creature of their choice.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Accursed Marauder</div><div><div>1</div><div>B</div></div></div> <div><div>Creature -- Zombie Warrior</div><div>When this creature enters, each player sacrifices a nontoken creature of their choice.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Avenging Hunter</div><div><div>4</div><div>G</div></div></div> <div><div>Creature -- Dragon Ranger</div><div>Trample When this creature enters, you take the initiative.</div><div>5/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div><div>Bone Picker</div><div>3B</div></div><div><div>Creature -- Bird</div><div>This spell costs {3} less to cast if a creature died this turn. Flying, deathtouch</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Bone Picker</div><div>3B</div></div><div><div>Creature -- Bird</div><div>This spell costs {3} less to cast if a creature died this turn. Flying, deathtouch</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Bone Picker</div><div>3B</div></div><div><div>Creature -- Bird</div><div>This spell costs {3} less to cast if a creature died this turn. Flying, deathtouch</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Bone Picker</div><div>3B</div></div><div><div>Creature -- Bird</div><div>This spell costs {3} less to cast if a creature died this turn. Flying, deathtouch</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
<div><div><div>Corrupted Conviction</div><div>B</div></div><div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature. Draw two cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Corrupted Conviction</div><div>B</div></div><div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature. Draw two cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Corrupted Conviction</div><div>B</div></div><div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature. Draw two cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Culling the Weak</div><div>B</div></div><div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature. Add {B}{B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

<div>Culling the Weak</div> <div>B</div> <div>Instant</div> <div>As an additional cost to cast this spell, sacrifice a creature. Add {B}{B}{B}{B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Culling the Weak</div> <div>B</div> <div>Instant</div> <div>As an additional cost to cast this spell, sacrifice a creature. Add {B}{B}{B}{B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Deadly Dispute</div> <div>1B</div> <div>Instant</div> <div>As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Deadly Dispute</div> <div>1B</div> <div>Instant</div> <div>As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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Greedy Freebooter (B) Creature -- Human Pirate When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}", Sacrifice this token: Add one mana of any color.") <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greedy Freebooter (B) Creature -- Human Pirate When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}", Sacrifice this token: Add one mana of any color.") <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greedy Freebooter (B) Creature -- Human Pirate When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}", Sacrifice this token: Add one mana of any color.") <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Khalni Garden Land This land enters tapped. When this land enters, create a 0/1 green Plant creature token. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Khalni Garden Land This land enters tapped. When this land enters, create a 0/1 green Plant creature token. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Khalni Garden Land This land enters tapped. When this land enters, create a 0/1 green Plant creature token. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Masked Vandal (1)(G) Creature -- Shapeshifter Changeling (This card is every creature type.) When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls. <div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Masked Vandal (1)(G) Creature -- Shapeshifter Changeling (This card is every creature type.) When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls. <div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div>Shambling Ghast</div> <div> <div></div> <div>B</div> </div> </div> <div> <div>Creature -- Zombie</div> <div> <div>When this creature dies, choose one --</div> <div>* Target creature an opponent controls gets -1/-1 until end of turn.</div> <div>* Create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Shambling Ghast</div> <div> <div></div> <div>B</div> </div> </div> <div> <div>Creature -- Zombie</div> <div> <div>When this creature dies, choose one --</div> <div>* Target creature an opponent controls gets -1/-1 until end of turn.</div> <div>* Create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Shambling Ghast</div> <div> <div></div> <div>B</div> </div> </div> <div> <div>Creature -- Zombie</div> <div> <div>When this creature dies, choose one --</div> <div>* Target creature an opponent controls gets -1/-1 until end of turn.</div> <div>* Create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Shambling Ghast</div> <div> <div></div> <div>B</div> </div> </div> <div> <div>Creature -- Zombie</div> <div> <div>When this creature dies, choose one --</div> <div>* Target creature an opponent controls gets -1/-1 until end of turn.</div> <div>* Create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>
<div> <div>Snuff Out</div> <div> <div></div> <div>3</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <div>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.</div> <div>Destroy target nonblack creature. It can't be regenerated.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Snuff Out</div> <div> <div></div> <div>3</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <div>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.</div> <div>Destroy target nonblack creature. It can't be regenerated.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Spinning Darkness</div> <div> <div></div> <div>4</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <div>You may exile the top three black cards of your graveyard rather than pay this spell's mana cost.</div> <div>Spinning Darkness deals 3 damage to target nonblack creature. You gain 3 life.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Spinning Darkness</div> <div> <div></div> <div>4</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <div>You may exile the top three black cards of your graveyard rather than pay this spell's mana cost.</div> <div>Spinning Darkness deals 3 damage to target nonblack creature. You gain 3 life.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>

<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<div>Tragic Slip B</div> <div>Instant</div> <div>Target creature gets -1/-1 until end of turn. Morbid -- That creature gets -13/-13 until end of turn instead if a creature died this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Tragic Slip B</div> <div>Instant</div> <div>Target creature gets -1/-1 until end of turn. Morbid -- That creature gets -13/-13 until end of turn instead if a creature died this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Vault of Whispers</div> <div>Artifact Land</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Vault of Whispers</div> <div>Artifact Land</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Village Rites</div><div>B</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature. Draw two cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Village Rites</div><div>B</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature. Draw two cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Village Rites</div><div>B</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature. Draw two cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Village Rites</div><div>B</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature. Draw two cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Divest</div><div>B</div><div>Sorcery</div><div>Target player reveals their hand. You choose an artifact or creature card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Divest</div><div>B</div><div>Sorcery</div><div>Target player reveals their hand. You choose an artifact or creature card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Drown in Sorrow</div><div>1BB</div><div>Sorcery</div><div>All creatures get -2/-2 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Drown in Sorrow</div><div>1BB</div><div>Sorcery</div><div>All creatures get -2/-2 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div> Echoing Decay <div> <div>1</div> <div>B</div> </div> </div> <div> Instant </div> <div> Target creature and all other creatures with the same name as that creature get -2/-2 until end of turn. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Life Goes On <div> <div>6</div> </div> </div> <div> Instant </div> <div> You gain 4 life. If a creature died this turn, you gain 8 life instead. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Life Goes On <div> <div>6</div> </div> </div> <div> Instant </div> <div> You gain 4 life. If a creature died this turn, you gain 8 life instead. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Life Goes On <div> <div>6</div> </div> </div> <div> Instant </div> <div> You gain 4 life. If a creature died this turn, you gain 8 life instead. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div> Masked Vandal <div> <div>1</div> <div>6</div> </div> </div> <div> Creature -- Shapeshifter </div> <div> Changeling (This card is every creature type.) When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls. </div> <div> <div>[sideboard]</div> </div> <div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Masked Vandal <div> <div>1</div> <div>6</div> </div> </div> <div> Creature -- Shapeshifter </div> <div> Changeling (This card is every creature type.) When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls. </div> <div> <div>[sideboard]</div> </div> <div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Nihil Spellbomb <div> <div>1</div> </div> </div> <div> Artifact </div> <div> {T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Rotten Reunion <div> <div>B</div> </div> </div> <div> Instant </div> <div> Exile up to one target card from a graveyard. Create a 2/2 black Zombie creature token with decayed. (It can't block. When it attacks, sacrifice it at end of combat.) Flashback {1}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

<div> <div> Snuff Out <div> <div>3</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.</p> <p>Destroy target nonblack creature. It can't be regenerated.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Snuff Out <div> <div>3</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.</p> <p>Destroy target nonblack creature. It can't be regenerated.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Spinning Darkness <div> <div>4</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>You may exile the top three black cards of your graveyard rather than pay this spell's mana cost.</p> <p>Spinning Darkness deals 3 damage to target nonblack creature. You gain 3 life.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	

Playtest cards - Molax - Pauper (Pauper League)

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 10/10 - 3 cards - 2.5 x 3.5 in each