

<div><div><div>Accursed Marauder</div><div><div>1</div><div>B</div></div></div><div>Creature -- Zombie Warrior</div><div>When this creature enters, each player sacrifices a nontoken creature of their choice.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Accursed Marauder</div><div><div>1</div><div>B</div></div></div><div>Creature -- Zombie Warrior</div><div>When this creature enters, each player sacrifices a nontoken creature of their choice.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Aether Vial</div><div><div>1</div></div></div><div>Artifact</div><div>At the beginning of your upkeep, you may put a charge counter on this artifact. {T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Aether Vial</div><div><div>1</div></div></div><div>Artifact</div><div>At the beginning of your upkeep, you may put a charge counter on this artifact. {T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div><div>Ajani, Nacatl Avenger</div><div><div>1</div><div>W</div></div></div><div>Legendary Planeswalker -- Ajani</div><div>[+2]: Put a +1/+1 counter on each Cat you control. [0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target. [-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.</div><div><div>L 3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Ajani, Nacatl Avenger</div><div><div>1</div><div>W</div></div></div><div>Legendary Planeswalker -- Ajani</div><div>[+2]: Put a +1/+1 counter on each Cat you control. [0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target. [-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.</div><div><div>L 3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>		

Playtest cards - ZangaJanga - Modern (Modern 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 1/10 - 8 cards - 2.5 x 3.5 in each

Playtest cards - ZangaJanga - Modern (Modern League) sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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<div><div><div>Bloodghast</div><div><div>B</div><div>B</div></div></div><div><div>Creature -- Vampire Spirit</div><div>This creature can't block. This creature has haste as long as an opponent has 10 or less life. Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield.</div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Bloodghast</div><div><div>B</div><div>B</div></div></div><div><div>Creature -- Vampire Spirit</div><div>This creature can't block. This creature has haste as long as an opponent has 10 or less life. Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield.</div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Bloodghast</div><div><div>B</div><div>B</div></div></div><div><div>Creature -- Vampire Spirit</div><div>This creature can't block. This creature has haste as long as an opponent has 10 or less life. Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield.</div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Bloodghast</div><div><div>B</div><div>B</div></div></div><div><div>Creature -- Vampire Spirit</div><div>This creature can't block. This creature has haste as long as an opponent has 10 or less life. Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield.</div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>
<div><div><div>Bloodstained Mire</div><div>Land</div></div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Bloodstained Mire</div><div>Land</div></div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Bloodstained Mire</div><div>Land</div></div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Bloodstained Mire</div><div>Land</div></div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

Goblin Bombardment

① R

Enchantment

Sacrifice a creature: This enchantment deals 1 damage to any target.

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①Ⓡ

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Godless Shrine

Land -- Plains Swamp

($\{T\}$: Add $\{W\}$ or $\{B\}$.)
As this land enters, you may pay 2
life. If you don't, it enters
tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inti, Seneschal of the Sun (1)(R)

① R

Legendary Creature -- Human Knight

Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn.

Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inti, Seneschal of the Sun (1)(R)

①②

Legendary Creature -- Human Knight

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2/2

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Marionette Apprentice ①(B)

① ②

Creature -- Human Artificer

Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.) Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ZangaJanga - Modern (Modern League)

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

Marionette Apprentice (1)(B) Creature -- Human Artificer Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.) Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marionette Apprentice (1)(B) Creature -- Human Artificer Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.) Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marionette Apprentice (1)(B) Creature -- Human Artificer Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.) Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Orcish Bowmasters (1)(B) Creature -- Orc Archer Flash When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orcish Bowmasters (1)(B) Creature -- Orc Archer Flash When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orcish Bowmasters (1)(B) Creature -- Orc Archer Flash When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orcish Bowmasters (1)(B) Creature -- Orc Archer Flash When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Phyrexian Tower</div><div>Legendary Land</div><div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice a creature: Add {B}{B}.</div></div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Phyrexian Tower</div><div>Legendary Land</div><div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice a creature: Add {B}{B}.</div></div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Phyrexian Tower</div><div>Legendary Land</div><div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice a creature: Add {B}{B}.</div></div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Phyrexian Tower</div><div>Legendary Land</div><div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice a creature: Add {B}{B}.</div></div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Polluted Delta</div><div>Land</div><div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Polluted Delta</div><div>Land</div><div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Raucous Theater</div><div>Land -- Swamp Mountain</div><div><div><div>{T}: Add {B} or {R}.)</div><div>This land enters tapped.</div><div>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Shambling Ghast</div><div>Creature -- Zombie</div><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>

Shambling Ghast (B) Creature -- Zombie When this creature dies, choose one -- * Target creature an opponent controls gets -1/-1 until end of turn. * Create a Treasure token. (It's 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	Shambling Ghast (B) Creature -- Zombie When this creature dies, choose one -- * Target creature an opponent controls gets -1/-1 until end of turn. * Create a Treasure token. (It's 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	Shambling Ghast (B) Creature -- Zombie When this creature dies, choose one -- * Target creature an opponent controls gets -1/-1 until end of turn. * Create a Treasure token. (It's 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	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Unlucky Witness (R) Creature -- Human Citizen When this creature dies, exile the top two cards of your library. Until your next end step, you may play one of those cards. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unlucky Witness (R) Creature -- Human Citizen When this creature dies, exile the top two cards of your library. Until your next end step, you may play one of those cards. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urborg, Tomb of Yawgmoth Legendary Land Each land is a Swamp in addition to its other land types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Verdant Catacombs Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Village Rites</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature. Draw two cards.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Village Rites</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature. Draw two cards.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Village Rites</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature. Draw two cards.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Damping Sphere</div><div>Artifact</div><div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Damping Sphere</div><div>Artifact</div><div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Damping Sphere</div><div>Artifact</div><div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Dauthi Voidwalker</div><div>Creature -- Dauthi Rogue</div><div>Shadow (This creature can block or be blocked by only creatures with shadow.) If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it. {T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Dauthi Voidwalker (B)(B) Creature -- Dauthi Rogue Shadow (This creature can block or be blocked by only creatures with shadow.) If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it. {T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost. [sideboard] <div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dauthi Voidwalker (B)(B) Creature -- Dauthi Rogue Shadow (This creature can block or be blocked by only creatures with shadow.) If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it. {T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost. [sideboard] <div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dauthi Voidwalker (B)(B) Creature -- Dauthi Rogue Shadow (This creature can block or be blocked by only creatures with shadow.) If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it. {T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost. [sideboard] <div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flare of Malice (2)(B)(B) Instant You may sacrifice a nontoken black creature rather than pay this spell's mana cost. Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Flare of Malice (2)(B)(B) Instant You may sacrifice a nontoken black creature rather than pay this spell's mana cost. Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harsh Mentor (1)(R) Creature -- Human Cleric Whenever an opponent activates an ability of an artifact, creature, or land on the battlefield, if it isn't a mana ability, this creature deals 2 damage to that player. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harsh Mentor (1)(R) Creature -- Human Cleric Whenever an opponent activates an ability of an artifact, creature, or land on the battlefield, if it isn't a mana ability, this creature deals 2 damage to that player. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harsh Mentor (1)(R) Creature -- Human Cleric Whenever an opponent activates an ability of an artifact, creature, or land on the battlefield, if it isn't a mana ability, this creature deals 2 damage to that player. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div>Wear(1)(R)</div> <hr/> <p>Instant</p> <hr/> <p>Destroy target artifact. Fuse (You may cast one or both halves of this card from your hand.)</p> <p>[sideboard]</p> <div>- - - RIGHT HALF - - -</div> <div>Tear(W)</div> <hr/> <p>Instant</p> <hr/> <p>Destroy target enchantment. Fuse (You may cast one or both halves of this card from your hand.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<div>Wear(1)(R)</div> <hr/> <p>Instant</p> <hr/> <p>Destroy target artifact. Fuse (You may cast one or both halves of this card from your hand.)</p> <p>[sideboard]</p> <div>- - - RIGHT HALF - - -</div> <div>Tear(W)</div> <hr/> <p>Instant</p> <hr/> <p>Destroy target enchantment. Fuse (You may cast one or both halves of this card from your hand.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<div>Wear(1)(R)</div> <hr/> <p>Instant</p> <hr/> <p>Destroy target artifact. Fuse (You may cast one or both halves of this card from your hand.)</p> <p>[sideboard]</p> <div>- - - RIGHT HALF - - -</div> <div>Tear(W)</div> <hr/> <p>Instant</p> <hr/> <p>Destroy target enchantment. Fuse (You may cast one or both halves of this card from your hand.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
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