

BR

Choose one --

- * Target player sacrifices an artifact of their choice.
- * Target player sacrifices a creature of their choice.
- * Target player sacrifices a planeswalker of their choice.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped unless you control two or fewer other lands.
{T}: Add {B} or {R}.

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{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div>Bloodstained Mire</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</p></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Castle Locthwain</div><div>Land</div><div><p>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.</p></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Dauthi Voidwalker<div><div>B</div><div>B</div></div></div><div>Creature -- Dauthi Rogue</div><div><p>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.</p></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> <div><div>3/2</div></div>	<div><div><div>Dauthi Voidwalker<div><div>B</div><div>B</div></div></div><div>Creature -- Dauthi Rogue</div><div><p>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.</p></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> <div><div>3/2</div></div>
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Fable of the Mirror-Breaker (2)(R) <hr/> Enchantment -- Saga <hr/> (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. <hr/> <p style="text-align: center;">- - - BACK FACE - - -</p> <hr/> Reflection of Kiki-Jiki <hr/> Enchantment Creature -- Goblin Shaman <hr/> {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>2/2</div> <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fable of the Mirror-Breaker (2)(R) <hr/> Enchantment -- Saga <hr/> (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. <hr/> <p style="text-align: center;">- - - BACK FACE - - -</p> <hr/> Reflection of Kiki-Jiki <hr/> Enchantment Creature -- Goblin Shaman <hr/> {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>2/2</div> <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fatal Push (B) <hr/> Instant <hr/> Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fatal Push (B) <hr/> Instant <hr/> Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - TekiAkuma - 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 3/10 - 8 cards - 2.5 x 3.5 in each

<p>Grief (2)(B)(B)</p> <p>Creature -- Elemental Incarnation</p> <p>Menace When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Evoke--Exile a black card from your hand.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Grief (2)(B)(B)</p> <p>Creature -- Elemental Incarnation</p> <p>Menace When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Evoke--Exile a black card from your hand.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Grief (2)(B)(B)</p> <p>Creature -- Elemental Incarnation</p> <p>Menace When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Evoke--Exile a black card from your hand.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Kroxa, Titan of Death's Hunger (B)(R)</p> <p>Legendary Creature -- Elder Giant</p> <p>When Kroxa enters, sacrifice it unless it escaped. Whenever Kroxa enters or attacks, each opponent discards a card, then each opponent who didn't discard a nonland card this way loses 3 life. Escape--(B)(B)(R)(R), Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Marsh Flats</p> <p>Land</p> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Marsh Flats</p> <p>Land</p> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Nethergoyf (B)</p> <p>Creature -- Lhurgoyf</p> <p>Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1. Escape--(2)(B), Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)</p> <p>*/1+*</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Nethergoyf (B)</p> <p>Creature -- Lhurgoyf</p> <p>Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1. Escape--(2)(B), Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)</p> <p>*/1+*</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

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

<p>Not Dead After All (B)</p> <p>Instant</p> <p>Until end of turn, target creature you control gains "When this creature dies, return it to the battlefield tapped under its owner's control, then create a Wicked Role token attached to it." (Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Not Dead After All (B)</p> <p>Instant</p> <p>Until end of turn, target creature you control gains "When this creature dies, return it to the battlefield tapped under its owner's control, then create a Wicked Role token attached to it." (Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Not Dead After All (B)</p> <p>Instant</p> <p>Until end of turn, target creature you control gains "When this creature dies, return it to the battlefield tapped under its owner's control, then create a Wicked Role token attached to it." (Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Not Dead After All (B)</p> <p>Instant</p> <p>Until end of turn, target creature you control gains "When this creature dies, return it to the battlefield tapped under its owner's control, then create a Wicked Role token attached to it." (Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Orcish Bowmasters (1)(B)</p> <p>Creature -- Orc Archer</p> <p>Flash</p> <p>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.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Orcish Bowmasters (1)(B)</p> <p>Creature -- Orc Archer</p> <p>Flash</p> <p>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.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Orcish Bowmasters (1)(B)</p> <p>Creature -- Orc Archer</p> <p>Flash</p> <p>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.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Orcish Bowmasters (1)(B)</p> <p>Creature -- Orc Archer</p> <p>Flash</p> <p>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.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Legendary Creature -- Monkey Pirate

Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.

Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Land -- Swamp Mountain

({T}: Add {B} or {R}.)
 This land enters tapped.
 When this land enters, surveil 1.
 (Look at the top card of your
 library. You may put it into your
 graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Legendary Creature -- Phyrexian Praetor

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Deathtouch
Whenever you draw a card, you gain 2
life.
Whenever an opponent draws a card,
they lose 2 life.
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4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

B

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Target creature gains undying until end of turn. (When it dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

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{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

<div> <div>Harsh Mentor</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> 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. </div> <div>[sideboard]</div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Harsh Mentor</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> 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. </div> <div>[sideboard]</div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Kolaghan's Command</div> <div> <div>1</div> <div>B</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> Choose two -- <ul style="list-style-type: none"> * Return target creature card from your graveyard to your hand. * Target player discards a card. * Destroy target artifact. * Kolaghan's Command deals 2 damage to any target. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Kolaghan's Command</div> <div> <div>1</div> <div>B</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> Choose two -- <ul style="list-style-type: none"> * Return target creature card from your graveyard to your hand. * Target player discards a card. * Destroy target artifact. * Kolaghan's Command deals 2 damage to any target. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Legion's End</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> 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. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Legion's End</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> 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. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Leyline of the Void</div> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div> If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Leyline of the Void</div> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div> If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

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

Leyline of the Void ②B③

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.

If a card would be put into an opponent's graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Liliana of the Veil ①B③

Legendary Planeswalker -- Liliana

[+1]: Each player discards a card.

[-2]: Target player sacrifices a creature.

[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.

[sideboard]

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