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| <div> <b>Agadeem's Awakening</b> <span>(X)(B)(B)(B)</span> </div> <div>Sorcery</div> <div> Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less. </div> <div> <div>BACK FACE</div> </div> <div> <b>Agadeem, the Undercrypt</b> </div> <div>Land</div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Agadeem's Awakening</b> <span>(X)(B)(B)(B)</span> </div> <div>Sorcery</div> <div> Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less. </div> <div> <div>BACK FACE</div> </div> <div> <b>Agadeem, the Undercrypt</b> </div> <div>Land</div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Agadeem's Awakening</b> <span>(X)(B)(B)(B)</span> </div> <div>Sorcery</div> <div> Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less. </div> <div> <div>BACK FACE</div> </div> <div> <b>Agadeem, the Undercrypt</b> </div> <div>Land</div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Agadeem's Awakening</b> <span>(X)(B)(B)(B)</span> </div> <div>Sorcery</div> <div> Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less. </div> <div> <div>BACK FACE</div> </div> <div> <b>Agadeem, the Undercrypt</b> </div> <div>Land</div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Balustrade Spy</b> <span>(3)(B)</span> </div> <div>Creature -- Vampire Rogue</div> <div> Flying<br/> When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard. </div> <div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                       | <div> <b>Balustrade Spy</b> <span>(3)(B)</span> </div> <div>Creature -- Vampire Rogue</div> <div> Flying<br/> When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard. </div> <div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                       | <div> <b>Balustrade Spy</b> <span>(3)(B)</span> </div> <div>Creature -- Vampire Rogue</div> <div> Flying<br/> When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard. </div> <div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                       | <div> <b>Balustrade Spy</b> <span>(3)(B)</span> </div> <div>Creature -- Vampire Rogue</div> <div> Flying<br/> When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard. </div> <div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                       |

**Playtest cards - Comrade1312 - Legacy (Legacy League)** sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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.

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| <div><div>Cabal Ritual</div><div>Instant</div><div>Add {B}{B}{B}.<br/>Threshold -- Add {B}{B}{B}{B}{B} instead if there are seven or more cards in your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cabal Therapy</div><div>Sorcery</div><div>Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cabal Therapy</div><div>Sorcery</div><div>Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dark Ritual</div><div>Instant</div><div>Add {B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                 |
| <div><div>Dark Ritual</div><div>Instant</div><div>Add {B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                   | <div><div>Dark Ritual</div><div>Instant</div><div>Add {B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                             | <div><div>Dark Ritual</div><div>Instant</div><div>Add {B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                             | <div><div>Dread Return</div><div>Sorcery</div><div>Return target creature card from your graveyard to the battlefield. Flashback--Sacrifice three creatures. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Elvish Spirit Guide</div><div>26</div><div>Creature -- Elf Spirit</div><div>Exile this card from your hand: Add {G}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                      | <div><div>Elvish Spirit Guide</div><div>26</div><div>Creature -- Elf Spirit</div><div>Exile this card from your hand: Add {G}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                      | <div><div>Elvish Spirit Guide</div><div>26</div><div>Creature -- Elf Spirit</div><div>Exile this card from your hand: Add {G}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                      | <div><div>Elvish Spirit Guide</div><div>26</div><div>Creature -- Elf Spirit</div><div>Exile this card from your hand: Add {G}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                      |
| <div><div>Fell the Profane</div><div>2BB</div><div>Instant</div><div>Destroy target creature or planeswalker.</div><div>----- BACK FACE -----</div><div>Fell Mire</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fell the Profane</div><div>2BB</div><div>Instant</div><div>Destroy target creature or planeswalker.</div><div>----- BACK FACE -----</div><div>Fell Mire</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fell the Profane</div><div>2BB</div><div>Instant</div><div>Destroy target creature or planeswalker.</div><div>----- BACK FACE -----</div><div>Fell Mire</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fell the Profane</div><div>2BB</div><div>Instant</div><div>Destroy target creature or planeswalker.</div><div>----- BACK FACE -----</div><div>Fell Mire</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Jack-o' -Lantern</div><div>①</div></div> <div>Artifact</div> <div>{1}, {T}, Sacrifice this artifact:<br/>Exile up to one target card from a<br/>graveyard. Draw a card.<br/>{1}, Exile this card from your<br/>graveyard: Add one mana of any<br/>color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Lotus Petal</div><div>⑥</div></div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Add<br/>one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                        | <div><div>Lotus Petal</div><div>⑥</div></div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Add<br/>one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                    | <div><div>Lotus Petal</div><div>⑥</div></div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Add<br/>one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                    |
| <div><div>Lotus Petal</div><div>⑥</div></div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Add<br/>one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                | <div><div>Memory's Journey</div><div>①①</div></div> <div>Instant</div> <div>Target player shuffles up to three<br/>target cards from their graveyard<br/>into their library.<br/>Flashback {G} (You may cast this<br/>card from your graveyard for its<br/>flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Narcomoeba</div><div>①①</div></div> <div>Creature -- Illusion</div> <div>Flying<br/>When this card is put into your<br/>graveyard from your library, you may<br/>put it onto the battlefield.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Narcomoeba</div><div>①①</div></div> <div>Creature -- Illusion</div> <div>Flying<br/>When this card is put into your<br/>graveyard from your library, you may<br/>put it onto the battlefield.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Poxwalkers</b> (2)(B)<br>Creature -- Zombie<br>Deathtouch<br>Curse of the Walking Pox -- Whenever you cast a spell from anywhere other than your hand, return this card from your graveyard to the battlefield tapped.<br>3/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Poxwalkers</b> (2)(B)<br>Creature -- Zombie<br>Deathtouch<br>Curse of the Walking Pox -- Whenever you cast a spell from anywhere other than your hand, return this card from your graveyard to the battlefield tapped.<br>3/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Reanimate</b> (B)<br>Sorcery<br>Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value.<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Simian Spirit Guide</b> (2)(R)<br>Creature -- Ape Spirit<br>Exile this card from your hand: Add {R}.<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                             |
| <b>Simian Spirit Guide</b> (2)(R)<br>Creature -- Ape Spirit<br>Exile this card from your hand: Add {R}.<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                   | <b>Simian Spirit Guide</b> (2)(R)<br>Creature -- Ape Spirit<br>Exile this card from your hand: Add {R}.<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                   | <b>Simian Spirit Guide</b> (2)(R)<br>Creature -- Ape Spirit<br>Exile this card from your hand: Add {R}.<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                              | <b>Thassa's Oracle</b> (U)(U)<br>Creature -- Merfolk Wizard<br>When this creature enters, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game. (Each {U} in the mana costs of permanents you control counts toward your devotion to blue.)<br>1/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

**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 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 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 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

② ③

{1}, Sacrifice a creature: Target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.

**2/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

{1}, Sacrifice a creature: Target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

{1}, Sacrifice a creature: Target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

{1}, Sacrifice a creature: Target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Unmask</div><div><div>3</div><div>B</div></div></div> <div>Sorcery</div> <div>You may exile a black card from your hand rather than pay this spell's mana cost.<br/>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                    | <div><div>Unmask</div><div><div>3</div><div>B</div></div></div> <div>Sorcery</div> <div>You may exile a black card from your hand rather than pay this spell's mana cost.<br/>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                    | <div><div>Unmask</div><div><div>3</div><div>B</div></div></div> <div>Sorcery</div> <div>You may exile a black card from your hand rather than pay this spell's mana cost.<br/>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                    | <div><div>Unmask</div><div><div>3</div><div>B</div></div></div> <div>Sorcery</div> <div>You may exile a black card from your hand rather than pay this spell's mana cost.<br/>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                    |
| <div><div>Barrowgoyf</div><div><div>2</div><div>B</div></div></div> <div>Creature -- Lhurgoyf</div> <div>Deathtouch, lifelink<br/>Barrowgoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.<br/>Whenever this creature deals combat damage to a player, you may mill that many cards. If you do, you may put a creature card from among them into your hand.</div> <div>[sideboard]</div> <div><div>*/1+*</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Barrowgoyf</div><div><div>2</div><div>B</div></div></div> <div>Creature -- Lhurgoyf</div> <div>Deathtouch, lifelink<br/>Barrowgoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.<br/>Whenever this creature deals combat damage to a player, you may mill that many cards. If you do, you may put a creature card from among them into your hand.</div> <div>[sideboard]</div> <div><div>*/1+*</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Barrowgoyf</div><div><div>2</div><div>B</div></div></div> <div>Creature -- Lhurgoyf</div> <div>Deathtouch, lifelink<br/>Barrowgoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.<br/>Whenever this creature deals combat damage to a player, you may mill that many cards. If you do, you may put a creature card from among them into your hand.</div> <div>[sideboard]</div> <div><div>*/1+*</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Barrowgoyf</div><div><div>2</div><div>B</div></div></div> <div>Creature -- Lhurgoyf</div> <div>Deathtouch, lifelink<br/>Barrowgoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.<br/>Whenever this creature deals combat damage to a player, you may mill that many cards. If you do, you may put a creature card from among them into your hand.</div> <div>[sideboard]</div> <div><div>*/1+*</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <b>Dauthi Voidwalker</b> <span>(B)(B)</span> </div> <div>           Creature -- Dauthi Rogue         </div> <div>           Shadow (This creature can block or be blocked by only creatures with shadow.)<br/>           If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.<br/>           {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>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Dauthi Voidwalker</b> <span>(B)(B)</span> </div> <div>           Creature -- Dauthi Rogue         </div> <div>           Shadow (This creature can block or be blocked by only creatures with shadow.)<br/>           If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.<br/>           {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>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Dauthi Voidwalker</b> <span>(B)(B)</span> </div> <div>           Creature -- Dauthi Rogue         </div> <div>           Shadow (This creature can block or be blocked by only creatures with shadow.)<br/>           If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.<br/>           {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>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Dauthi Voidwalker</b> <span>(B)(B)</span> </div> <div>           Creature -- Dauthi Rogue         </div> <div>           Shadow (This creature can block or be blocked by only creatures with shadow.)<br/>           If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.<br/>           {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>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>Rotting Regisaur</b> <span>(2)(B)</span> </div> <div>           Creature -- Zombie Dinosaur         </div> <div>           At the beginning of your upkeep, discard a card.         </div> <div>           [sideboard]         </div> <div> <div>7/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                 | <div> <b>Rotting Regisaur</b> <span>(2)(B)</span> </div> <div>           Creature -- Zombie Dinosaur         </div> <div>           At the beginning of your upkeep, discard a card.         </div> <div>           [sideboard]         </div> <div> <div>7/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                 | <div> <b>Rotting Regisaur</b> <span>(2)(B)</span> </div> <div>           Creature -- Zombie Dinosaur         </div> <div>           At the beginning of your upkeep, discard a card.         </div> <div>           [sideboard]         </div> <div> <div>7/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                 | <div> <b>Unstoppable Slasher</b> <span>(2)(B)</span> </div> <div>           Creature -- Zombie Assassin         </div> <div>           Deathtouch<br/>           Whenever this creature deals combat damage to a player, they lose half their life, rounded up.<br/>           When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.         </div> <div>           [sideboard]         </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                     |

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| <div> <div> <b>Unstoppable Slasher</b> <div> <div>2</div> <div>B</div> </div> </div> <div>           Creature -- Zombie Assassin         </div> <div> <div>           Deathtouch<br/>           Whenever this creature deals combat damage to a player, they lose half their life, rounded up.<br/>           When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.         </div> <div>[sideboard]</div> <div> <div>2/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> </div> | <div> <div> <b>Unstoppable Slasher</b> <div> <div>2</div> <div>B</div> </div> </div> <div>           Creature -- Zombie Assassin         </div> <div> <div>           Deathtouch<br/>           Whenever this creature deals combat damage to a player, they lose half their life, rounded up.<br/>           When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.         </div> <div>[sideboard]</div> <div> <div>2/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> </div> | <div> <div> <b>Unstoppable Slasher</b> <div> <div>2</div> <div>B</div> </div> </div> <div>           Creature -- Zombie Assassin         </div> <div> <div>           Deathtouch<br/>           Whenever this creature deals combat damage to a player, they lose half their life, rounded up.<br/>           When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.         </div> <div>[sideboard]</div> <div> <div>2/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> </div> |  |
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