

Aether Hub Land When this land enters, you get {E} (an energy counter). {T}: Add {C}. {T}, Pay {E}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aether Hub Land When this land enters, you get {E} (an energy counter). {T}: Add {C}. {T}, Pay {E}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aether Hub Land When this land enters, you get {E} (an energy counter). {T}: Add {C}. {T}, Pay {E}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aether Hub Land When this land enters, you get {E} (an energy counter). {T}: Add {C}. {T}, Pay {E}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Champion of Wits2U Creature -- Snake Wizard When this creature enters, you may draw cards equal to its power. If you do, discard two cards. Eternalize {5}{U}{U} ({5}{U}{U}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Snake Wizard with no mana cost. Eternalize only as a sorcery.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Champion of Wits2U Creature -- Snake Wizard When this creature enters, you may draw cards equal to its power. If you do, discard two cards. Eternalize {5}{U}{U} ({5}{U}{U}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Snake Wizard with no mana cost. Eternalize only as a sorcery.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Champion of Wits2U Creature -- Snake Wizard When this creature enters, you may draw cards equal to its power. If you do, discard two cards. Eternalize {5}{U}{U} ({5}{U}{U}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Snake Wizard with no mana cost. Eternalize only as a sorcery.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Champion of Wits2U Creature -- Snake Wizard When this creature enters, you may draw cards equal to its power. If you do, discard two cards. Eternalize {5}{U}{U} ({5}{U}{U}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Snake Wizard with no mana cost. Eternalize only as a sorcery.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Chart a Course 1 U Sorcery Draw two cards. Then discard a card unless you attacked this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chart a Course 1 U Sorcery Draw two cards. Then discard a card unless you attacked this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drowned Catacomb Land This land enters tapped unless you control an Island or a Swamp. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drowned Catacomb Land This land enters tapped unless you control an Island or a Swamp. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Fatal Push B Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal Push B Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fetid Pools Land -- Island Swamp {T}: Add {U} or {B}.) This land enters tapped. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fetid Pools Land -- Island Swamp {T}: Add {U} or {B}.) This land enters tapped. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Gifted Aetherborn (B)(B) Creature -- Aetherborn Vampire Deathtouch, lifelink 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gifted Aetherborn (B)(B) Creature -- Aetherborn Vampire Deathtouch, lifelink 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gifted Aetherborn (B)(B) Creature -- Aetherborn Vampire Deathtouch, lifelink 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glint-Sleeve Siphoner (1)(B) Creature -- Human Rogue Menace Whenever this creature enters or attacks, you get {E} (an energy counter). At the beginning of your upkeep, you may pay {E}{E}. If you do, you draw a card and you lose 1 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Glint-Sleeve Siphoner (1)(B) Creature -- Human Rogue Menace Whenever this creature enters or attacks, you get {E} (an energy counter). At the beginning of your upkeep, you may pay {E}{E}. If you do, you draw a card and you lose 1 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glint-Sleeve Siphoner (1)(B) Creature -- Human Rogue Menace Whenever this creature enters or attacks, you get {E} (an energy counter). At the beginning of your upkeep, you may pay {E}{E}. If you do, you draw a card and you lose 1 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glint-Sleeve Siphoner (1)(B) Creature -- Human Rogue Menace Whenever this creature enters or attacks, you get {E} (an energy counter). At the beginning of your upkeep, you may pay {E}{E}. If you do, you draw a card and you lose 1 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gonti, Lord of Luxury (2)(B)(B) Legendary Creature -- Aetherborn Rogue Deathtouch When Gonti enters, look at the top four cards of target opponent's library, exile one of them face down, then put the rest on the bottom of that library in a random order. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - kevinosaur7 - Standard (Standard 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;
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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

Hostage Taker (2)(U)(B) Creature -- Human Pirate When this creature enters, exile another target creature or artifact until this creature leaves the battlefield. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hostage Taker (2)(U)(B) Creature -- Human Pirate When this creature enters, exile another target creature or artifact until this creature leaves the battlefield. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Liliana, Death's Majesty (3)(B)(B) Legendary Planeswalker -- Liliana [+1]: Create a 2/2 black Zombie creature token. Mill two cards. [-3]: Return target creature card from your graveyard to the battlefield. That creature is a black Zombie in addition to its other colors and types. [-7]: Destroy all non-Zombie creatures. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Liliana, Death's Majesty (3)(B)(B) Legendary Planeswalker -- Liliana [+1]: Create a 2/2 black Zombie creature token. Mill two cards. [-3]: Return target creature card from your graveyard to the battlefield. That creature is a black Zombie in addition to its other colors and types. [-7]: Destroy all non-Zombie creatures. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Muldrotha, the Gravetide (3)(B)(G)(U) Legendary Creature -- Elemental Avatar During each of your turns, you may play a land and cast a permanent spell of each permanent type from your graveyard. (If a card has multiple permanent types, choose one as you play it.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Supreme Will 2 U Instant Choose one -- * Counter target spell unless its controller pays {3}. * Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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The Scarab God 3 U B Legendary Creature -- God At the beginning of your upkeep, each opponent loses X life and you scry X, where X is the number of Zombies you control. {2}{U}{B}: Exile target creature card from a graveyard. Create a token that's a copy of it, except it's a 4/4 black Zombie. When The Scarab God dies, return it to its owner's hand at the beginning of the next end step. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vraska, Relic Seeker 4 B G Legendary Planeswalker -- Vraska [+2]: Create a 2/2 black Pirate creature token with menace. [-3]: Destroy target artifact, creature, or enchantment. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") [-10]: Target player's life total becomes 1. L 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vraska, Relic Seeker 4 B G Legendary Planeswalker -- Vraska [+2]: Create a 2/2 black Pirate creature token with menace. [-3]: Destroy target artifact, creature, or enchantment. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") [-10]: Target player's life total becomes 1. L 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vraska's Contempt 2 B B Instant Exile target creature or planeswalker. You gain 2 life. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

Walking Ballista X X Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. {4}: Put a +1/+1 counter on this creature. Remove a +1/+1 counter from this creature: It deals 1 damage to any target. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Arguel's Blood Fast 1 B Legendary Enchantment {1}{B}, Pay 2 life: Draw a card. At the beginning of your upkeep, if you have 5 or less life, you may transform Arguel's Blood Fast. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arguel's Blood Fast 1 B Legendary Enchantment {1}{B}, Pay 2 life: Draw a card. At the beginning of your upkeep, if you have 5 or less life, you may transform Arguel's Blood Fast. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dispossess 2 B Sorcery Choose an artifact card name. Search target opponent's graveyard, hand, and library for any number of cards with the chosen name and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Golden Demise 1 B B Sorcery Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) All creatures get -2/-2 until end of turn. If you have the city's blessing, instead only creatures your opponents control get -2/-2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Moment of Craving 1 B Instant Target creature gets -2/-2 until end of turn. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate 1 U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate 1 U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

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