

Blacklance Paragon 1 B Creature -- Human Knight Flash When this creature enters, target Knight gains deathtouch and lifelink until end of turn. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blacklance Paragon 1 B Creature -- Human Knight Flash When this creature enters, target Knight gains deathtouch and lifelink until end of turn. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Castle Locthwain Land 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Castle Locthwain Land 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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This creature enters tapped.
{1}{B}: Return this card from your graveyard to your hand. Activate only during your turn and only if an opponent lost life this turn.

2/1

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1 B

Choose one --

- * Destroy target creature with no counters on it.
- * Remove up to three counters from target creature.

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① ⑧

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① B B

Menace

When this creature enters, target opponent puts a deathtouch counter on a creature they control.

4/5

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① B

Flying

When this creature enters, target opponent reveals their hand. You choose a noncreature, nonland card from it. Exile that card until this creature leaves the battlefield.

1/2

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When this creature enters, target opponent reveals their hand. You choose a noncreature, nonland card from it. Exile that card until this creature leaves the battlefield.

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B

{2}{B}: This creature gets +3/+3 and gains deathtouch until end of turn. At the beginning of your end step, if a player lost 4 or more life this turn, put a +1/+1 counter on this creature. (Damage causes loss of life.)

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{T}: Add {C}.
{4}: This land becomes a 3/3 Citizen creature with vigilance until end of turn. It's still a land. This ability costs {1} less to activate for each legendary creature and planeswalker you control.

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{T}: Add {C}.
{4}: This land becomes a 3/3 Citizen creature with vigilance until end of turn. It's still a land. This ability costs {1} less to activate for each legendary creature and planeswalker you control.

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① B B

Lifelink
When this creature dies, put it on the
bottom of its owner's library.

2/3

- - - ADVENTURE - - -

① B B

Destroy target creature or planeswalker. You lose 2 life. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rankle, Master of Pranks (2)(B)(B) Legendary Creature -- Faerie Rogue Flying, haste Whenever Rankle deals combat damage to a player, choose any number -- * Each player discards a card. * Each player loses 1 life and draws a card. * Each player sacrifices a creature of their choice. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rankle, Master of Pranks (2)(B)(B) Legendary Creature -- Faerie Rogue Flying, haste Whenever Rankle deals combat damage to a player, choose any number -- * Each player discards a card. * Each player loses 1 life and draws a card. * Each player sacrifices a creature of their choice. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rankle, Master of Pranks (2)(B)(B) Legendary Creature -- Faerie Rogue Flying, haste Whenever Rankle deals combat damage to a player, choose any number -- * Each player discards a card. * Each player loses 1 life and draws a card. * Each player sacrifices a creature of their choice. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spawn of Mayhem (2)(B)(B) Creature -- Demon Spectacle {1}{B}{B} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.) Flying, trample At the beginning of your upkeep, this creature deals 1 damage to each player. Then if you have 10 or less life, put a +1/+1 counter on this creature. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - _Shatun_ - Standard (Standard Challenge)

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 5/10 - 8 cards - 2.5 x 3.5 in each

Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tymaret, Chosen from DeathBB Legendary Enchantment Creature -- Demigod Tymaret's toughness is equal to your devotion to black. (Each {B} in the mana costs of permanents you control counts toward your devotion to black.) {1}{B}: Exile up to two target cards from graveyards. You gain 1 life for each creature card exiled this way. 2/* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tymaret, Chosen from DeathBB Legendary Enchantment Creature -- Demigod Tymaret's toughness is equal to your devotion to black. (Each {B} in the mana costs of permanents you control counts toward your devotion to black.) {1}{B}: Exile up to two target cards from graveyards. You gain 1 life for each creature card exiled this way. 2/* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Agonizing Remorse1B Sorcery Target opponent reveals their hand. You choose a nonland card from it or a card from their graveyard. Exile that card. You lose 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Agonizing Remorse1B Sorcery Target opponent reveals their hand. You choose a nonland card from it or a card from their graveyard. Exile that card. You lose 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Agonizing Remorse1B Sorcery Target opponent reveals their hand. You choose a nonland card from it or a card from their graveyard. Exile that card. You lose 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cry of the Carnarium1BB Sorcery All creatures get -2/-2 until end of turn. Exile all creature cards in all graveyards that were put there from the battlefield this turn. If a creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Noxious Grasp 1B Instant Destroy target creature or planeswalker that's green or white. You gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Noxious Grasp 1B Instant Destroy target creature or planeswalker that's green or white. You gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Noxious Grasp 1B Instant Destroy target creature or planeswalker that's green or white. You gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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