

Playtest cards - AliEnWaRe_ - Standard (Standard Challenge) sheet 1/10 - 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.

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	Claim the Firstborn Sorcery Gain control of target creature with mana value 3 or less until end of turn. Untap that creature. It gains haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Claim the Firstborn Sorcery Gain control of target creature with mana value 3 or less until end of turn. Untap that creature. It gains haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Claim the Firstborn Sorcery Gain control of target creature with mana value 3 or less until end of turn. Untap that creature. It gains haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Fabled Passage

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② B

Instant

Choose one --

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑧

Instant

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Choose one --

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hive of the Eye Tyrant

Land

If you control two or more other lands, this land enters tapped.
{T}: Add {B}.
{3}{B}: Until end of turn, this land becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B R

Creature -- Vampire Dragon

Flying
Whenever this creature becomes tapped, exile up to one target card from a graveyard and put a +1/+1 counter on this creature.
Sacrifice another creature: This creature gains indestructible until end of turn. Tap it.

3/3

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Immersturm Predator (2)(B)(R) Creature -- Vampire Dragon Flying Whenever this creature becomes tapped, exile up to one target card from a graveyard and put a +1/+1 counter on this creature. Sacrifice another creature: This creature gains indestructible until end of turn. Tap it. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Immersturm Predator (2)(B)(R) Creature -- Vampire Dragon Flying Whenever this creature becomes tapped, exile up to one target card from a graveyard and put a +1/+1 counter on this creature. Sacrifice another creature: This creature gains indestructible until end of turn. Tap it. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Immersturm Predator (2)(B)(R) Creature -- Vampire Dragon Flying Whenever this creature becomes tapped, exile up to one target card from a graveyard and put a +1/+1 counter on this creature. Sacrifice another creature: This creature gains indestructible until end of turn. Tap it. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kroxa, Titan of Death's Hunger (B)(R) Legendary Creature -- Elder Giant 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.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Kroxa, Titan of Death's Hunger (B)(R) Legendary Creature -- Elder Giant 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.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mire Triton (1)(B) Creature -- Zombie Merfolk Deathtouch When this creature enters, mill two cards and you gain 2 life. (To mill a card, put the top card of your library into your graveyard.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mire Triton (1)(B) Creature -- Zombie Merfolk Deathtouch When this creature enters, mill two cards and you gain 2 life. (To mill a card, put the top card of your library into your graveyard.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mire Triton (1)(B) Creature -- Zombie Merfolk Deathtouch When this creature enters, mill two cards and you gain 2 life. (To mill a card, put the top card of your library into your graveyard.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mire Triton 1 B Creature -- Zombie Merfolk Deathtouch When this creature enters, mill two cards and you gain 2 life. (To mill a card, put the top card of your library into your graveyard.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Temple of Malice Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Malice Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Malice Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Akroan War Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Gain control of target creature for as long as this Saga remains on the battlefield. II -- Until your next turn, creatures your opponents control attack each combat if able. III -- Each tapped creature deals damage to itself equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

The Akroan War 3R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Gain control of target creature for as long as this Saga remains on the battlefield. II -- Until your next turn, creatures your opponents control attack each combat if able. III -- Each tapped creature deals damage to itself equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Akroan War 3R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Gain control of target creature for as long as this Saga remains on the battlefield. II -- Until your next turn, creatures your opponents control attack each combat if able. III -- Each tapped creature deals damage to itself equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Valki, God of Lies 1B Legendary Creature -- God When Valki enters, each opponent reveals their hand. For each opponent, exile a creature card they revealed this way until Valki leaves the battlefield. {X}: Choose a creature card exiled with Valki with mana value X. Valki becomes a copy of that card. 2/1 ----- BACK FACE ----- Tibalt, Cosmic Impostor 5BR Legendary Planeswalker -- Tibalt As Tibalt enters, you get an emblem with "You may play cards exiled with Tibalt, Cosmic Impostor, and you may spend mana as though it were mana of any color to cast those spells." [+2]: Exile the top card of each player's library. [-3]: Exile target artifact or creature. [-8]: Exile all graveyards. Add {R}{R}{R}. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Valki, God of Lies 1B Legendary Creature -- God When Valki enters, each opponent reveals their hand. For each opponent, exile a creature card they revealed this way until Valki leaves the battlefield. {X}: Choose a creature card exiled with Valki with mana value X. Valki becomes a copy of that card. 2/1 ----- BACK FACE ----- Tibalt, Cosmic Impostor 5BR Legendary Planeswalker -- Tibalt As Tibalt enters, you get an emblem with "You may play cards exiled with Tibalt, Cosmic Impostor, and you may spend mana as though it were mana of any color to cast those spells." [+2]: Exile the top card of each player's library. [-3]: Exile target artifact or creature. [-8]: Exile all graveyards. Add {R}{R}{R}. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Village Rites B Instant As an additional cost to cast this spell, sacrifice a creature. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Village Rites B Instant As an additional cost to cast this spell, sacrifice a creature. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Village Rites B Instant As an additional cost to cast this spell, sacrifice a creature. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Village Rites B Instant As an additional cost to cast this spell, sacrifice a creature. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Woe Strider 2B Creature -- Horror When this creature enters, create a 0/1 white Goat creature token. Sacrifice another creature: Scry 1. Escape--{3}{B}{B}, Exile four other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with two +1/+1 counters on it. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Woe Strider 2B Creature -- Horror When this creature enters, create a 0/1 white Goat creature token. Sacrifice another creature: Scry 1. Escape--{3}{B}{B}, Exile four other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with two +1/+1 counters on it. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Woe Strider 2B Creature -- Horror When this creature enters, create a 0/1 white Goat creature token. Sacrifice another creature: Scry 1. Escape--{3}{B}{B}, Exile four other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with two +1/+1 counters on it. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Woe Strider 2B Creature -- Horror When this creature enters, create a 0/1 white Goat creature token. Sacrifice another creature: Scry 1. Escape--{3}{B}{B}, Exile four other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with two +1/+1 counters on it. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Elspeth's Nightmare 2B Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Destroy target creature an opponent controls with power 2 or less. II -- Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. III -- Exile target opponent's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Elsbeth's Nightmare 2B Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Destroy target creature an opponent controls with power 2 or less. II -- Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. III -- Exile target opponent's graveyard. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jegantha, the Wellspring 4RG Legendary Creature -- Elemental Elk Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) {T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kaervek, the Spiteful 2BB Legendary Creature -- Human Warlock Other creatures get -1/-1. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kaervek, the Spiteful 2BB Legendary Creature -- Human Warlock Other creatures get -1/-1. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Nighthawk Scavenger 1BB Creature -- Vampire Rogue Flying, deathtouch, lifelink Nighthawk Scavenger's power is equal to 1 plus the number of card types among cards in your opponents' graveyards. [sideboard] 1+*/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nighthawk Scavenger 1BB Creature -- Vampire Rogue Flying, deathtouch, lifelink Nighthawk Scavenger's power is equal to 1 plus the number of card types among cards in your opponents' graveyards. [sideboard] 1+*/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shadowspear 1 Legendary Artifact -- Equipment Equipped creature gets +1/+1 and has trample and lifelink. {1}: Permanents your opponents control lose hexproof and indestructible until end of turn. Equip {2} [sideboard] 1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skyclave Shade 1B Creature -- Shade Kicker {2}{B} This creature can't block. If this creature was kicked, it enters with two +1/+1 counters on it. Landfall -- Whenever a land you control enters, if this card is in your graveyard and it's your turn, you may cast it from your graveyard this turn. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

1 B

Kicker {2}{B}

This creature can't block.

If this creature was kicked, it enters with two +1/+1 counters on it.

Landfall -- Whenever a land you control enters, if this card is in your graveyard and it's your turn, you may cast it from your graveyard this turn.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② B

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3/1

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① ②

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3/1

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