## Agatha's Soul Cauldron (2)

Legendary Artifact

You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Agatha's Soul Cauldron (2)

Legendary Artifact

You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Agatha's Soul Cauldron (2)

Legendary Artifact

You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Ashnod's Harvester (2)

Artifact Creature -- Construct

Whenever this creature attacks, exile target card from a graveyard. Unearth {1}{B} ({1}{B}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Ashnod's Harvester (2)

Artifact Creature -- Construct

Whenever this creature attacks, exile target card from a graveyard. Unearth {1}{B} ({1}{B}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Boseiju, Who Endures

Legendary Land

{T}: Add {G}.
Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Deathcap Glade

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Deathcap Glade

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev




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.

## Deathcap Glade

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Deathcap Glade

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gnawing Vermin (B)

Creature -- Rat

When this creature enters, target player mills two cards.
When this creature dies, target creature you don't control gets -1/-1 until end of turn.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Grisly Sigil (B)

Sorcery

Casualty 1 (As you cast this spell, you may sacrifice a creature with power 1 or greater. When you do, copy this spell and you may choose a new target for the copy.)
Choose target creature or planeswalker. If it was dealt noncombat damage this turn, Grisly Sigil deals 3 damage to it and you gain 3 life. Otherwise, Grisly Sigil deals 1 damage to it and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Grisly Sigil (B)

Sorcery

Casualty 1 (As you cast this spell, you may sacrifice a creature with power 1 or greater. When you do, copy this spell and you may choose a new target for the copy.)
Choose target creature or planeswalker. If it was dealt noncombat damage this turn, Grisly Sigil deals 3 damage to it and you gain 3 life. Otherwise, Grisly Sigil deals 1 damage to it and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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.

## Haywire Mite {1}

Artifact Creature -- Insect

When this creature dies, you gain 2 life.
{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Haywire Mite {1}

Artifact Creature -- Insect

When this creature dies, you gain 2 life.
{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Haywire Mite {1}

Artifact Creature -- Insect

When this creature dies, you gain 2 life.
{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Insidious Roots {B}{G}

Enchantment

Creature tokens you control have "{T}: Add one mana of any color." Whenever one or more creature cards leave your graveyard, create a 0/1 green Plant creature token, then put a +1/+1 counter on each Plant you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Insidious Roots {B}{G}

Enchantment

Creature tokens you control have "{T}: Add one mana of any color." Whenever one or more creature cards leave your graveyard, create a 0/1 green Plant creature token, then put a +1/+1 counter on each Plant you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Insidious Roots {B}{G}

Enchantment

Creature tokens you control have "{T}: Add one mana of any color." Whenever one or more creature cards leave your graveyard, create a 0/1 green Plant creature token, then put a +1/+1 counter on each Plant you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Insidious Roots {B}{G}

Enchantment

Creature tokens you control have "{T}: Add one mana of any color." Whenever one or more creature cards leave your graveyard, create a 0/1 green Plant creature token, then put a +1/+1 counter on each Plant you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Llanowar Wastes

Land

{T}: Add {C}.
{T}: Add {B} or {G}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Nameless_Thing - Standard (Standard Challenge 64)** sheet 3/10 - 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.

## Llanowar Wastes

Land

{T}: Add {C}.
{T}: Add {B} or {G}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Llanowar Wastes

Land

{T}: Add {C}.
{T}: Add {B} or {G}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Llanowar Wastes

Land

{T}: Add {C}.
{T}: Add {B} or {G}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rubblebelt Maverick (G)

Creature -- Human Detective

When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)
{G}, Exile this card from your graveyard: Put a +1/+1 counter on target creature. Activate only as a sorcery.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rubblebelt Maverick (G)

Creature -- Human Detective

When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)
{G}, Exile this card from your graveyard: Put a +1/+1 counter on target creature. Activate only as a sorcery.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rubblebelt Maverick (G)

Creature -- Human Detective

When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)
{G}, Exile this card from your graveyard: Put a +1/+1 counter on target creature. Activate only as a sorcery.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rubblebelt Maverick (G)

Creature -- Human Detective

When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)
{G}, Exile this card from your graveyard: Put a +1/+1 counter on target creature. Activate only as a sorcery.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Scorn-Blade Berserker (B)

Creature -- Human Berserker

Backup 1 (When this creature enters, put a +1/+1 counter on target creature. If that's another creature, it gains the following ability until end of turn.)
{1}, Sacrifice this creature: Draw a card.

**0/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Nameless_Thing - Standard (Standard Challenge 64)** sheet 4/10 - 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.

## Scorn-Blade Berserker (B)

Creature -- Human Berserker

Backup 1 (When this creature enters, put a +1/+1 counter on target creature. If that's another creature, it gains the following ability until end of turn.)
{1}, Sacrifice this creature: Draw a card.

**0/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Seed of Hope (G)

Instant

Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Seed of Hope (G)

Instant

Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Seed of Hope (G)

Instant

Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Seed of Hope (G)

Instant

Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Souls of the Lost (1)(B)

Creature -- Spirit

As an additional cost to cast this spell, discard a card or sacrifice a permanent.
Fathomless descent -- Souls of the Lost's power is equal to the number of permanent cards in your graveyard and its toughness is equal to that number plus 1.

***/*+1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Souls of the Lost (1)(B)

Creature -- Spirit

As an additional cost to cast this spell, discard a card or sacrifice a permanent.
Fathomless descent -- Souls of the Lost's power is equal to the number of permanent cards in your graveyard and its toughness is equal to that number plus 1.

***/*+1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Souls of the Lost (1)(B)

Creature -- Spirit

As an additional cost to cast this spell, discard a card or sacrifice a permanent.
Fathomless descent -- Souls of the Lost's power is equal to the number of permanent cards in your graveyard and its toughness is equal to that number plus 1.

***/*+1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev




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.

## 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

## Takenuma, Abandoned Mire

Legendary Land

{T}: Add {B}.
Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Teachings of the Kirin (1)(G)

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter.)
I -- Mill three cards. Create a 1/1 colorless Spirit creature token.
II -- Put a +1/+1 counter on target creature you control.
III -- Exile this Saga, then return it to the battlefield transformed under your control.

- - - BACK FACE - - -

## Kirin-Touched Orochi

Enchantment Creature -- Snake Monk

Whenever this creature attacks, choose one --
* Exile target creature card from a graveyard. When you do, create a 1/1 colorless Spirit creature token.
* Exile target noncreature card from a graveyard. When you do, put a +1/+1 counter on target creature you control.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Teachings of the Kirin (1)(G)

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter.)
I -- Mill three cards. Create a 1/1 colorless Spirit creature token.
II -- Put a +1/+1 counter on target creature you control.
III -- Exile this Saga, then return it to the battlefield transformed under your control.

- - - BACK FACE - - -

## Kirin-Touched Orochi

Enchantment Creature -- Snake Monk

Whenever this creature attacks, choose one --
* Exile target creature card from a graveyard. When you do, create a 1/1 colorless Spirit creature token.
* Exile target noncreature card from a graveyard. When you do, put a +1/+1 counter on target creature you control.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tyvar, Jubilant Brawler (1)(B)(G)

Legendary Planeswalker -- Tyvar

You may activate abilities of creatures you control as though those creatures had haste.
[+1]: Untap up to one target creature.
[-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tyvar, Jubilant Brawler (1)(B)(G)

Legendary Planeswalker -- Tyvar

You may activate abilities of creatures you control as though those creatures had haste.
[+1]: Untap up to one target creature.
[-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tyvar, Jubilant Brawler (1)(B)(G)

Legendary Planeswalker -- Tyvar

You may activate abilities of creatures you control as though those creatures had haste.
[+1]: Untap up to one target creature.
[-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Nameless_Thing - Standard (Standard Challenge 64)** sheet 6/10 - 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.

**Tyvar, Jubilant Brawler** {1}{B}{G}

Legendary Planeswalker -- Tyvar

You may activate abilities of creatures you control as though those creatures had haste.
[+1]: Untap up to one target creature.
[-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Undead Butler** {1}{B}

Creature -- Zombie

When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.)
When this creature dies, you may exile it. When you do, return target creature card from your graveyard to your hand.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Undead Butler** {1}{B}

Creature -- Zombie

When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.)
When this creature dies, you may exile it. When you do, return target creature card from your graveyard to your hand.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Undead Butler** {1}{B}

Creature -- Zombie

When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.)
When this creature dies, you may exile it. When you do, return target creature card from your graveyard to your hand.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Underground Mortuary**

Land -- Swamp Forest

({T}: Add {B} or {G}.)
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 botbox.dev

**Underground Mortuary**

Land -- Swamp Forest

({T}: Add {B} or {G}.)
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 botbox.dev

**Underground Mortuary**

Land -- Swamp Forest

({T}: Add {B} or {G}.)
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 botbox.dev

**Underground Mortuary**

Land -- Swamp Forest

({T}: Add {B} or {G}.)
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 botbox.dev

**Playtest cards - Nameless_Thing - Standard (Standard Challenge 64)** sheet 7/10 - 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.

## Urborg Repossession (B)

Sorcery

Kicker {1}{G} (You may pay an additional {1}{G} as you cast this spell.)
Return target creature card from your graveyard to your hand. You gain 2 life. If this spell was kicked, return another target permanent card from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Urborg Repossession (B)

Sorcery

Kicker {1}{G} (You may pay an additional {1}{G} as you cast this spell.)
Return target creature card from your graveyard to your hand. You gain 2 life. If this spell was kicked, return another target permanent card from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Voldaren Thrillseeker (2)(R)

Creature -- Vampire Warrior

Backup 2 (When this creature enters, put two +1/+1 counters on target creature. If that's another creature, it gains the following ability until end of turn.)
{1}, Sacrifice this creature: It deals damage equal to its power to any target.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Voldaren Thrillseeker (2)(R)

Creature -- Vampire Warrior

Backup 2 (When this creature enters, put two +1/+1 counters on target creature. If that's another creature, it gains the following ability until end of turn.)
{1}, Sacrifice this creature: It deals damage equal to its power to any target.

1/1

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


## 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

## 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

## 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


**Playtest cards - Nameless_Thing - Standard (Standard Challenge 64)** sheet 8/10 - 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.

## Liliana of the Veil {1}{B}{B}

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]

**L 3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Liliana of the Veil {1}{B}{B}

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]

**L 3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Long Goodbye {1}{B}

Instant

This spell can't be countered. (This includes by the ward ability.)
Destroy target creature or planeswalker with mana value 3 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Long Goodbye {1}{B}

Instant

This spell can't be countered. (This includes by the ward ability.)
Destroy target creature or planeswalker with mana value 3 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Long Goodbye {1}{B}

Instant

This spell can't be countered. (This includes by the ward ability.)
Destroy target creature or planeswalker with mana value 3 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Night Clubber {1}{B}{B}

Creature -- Human Warrior

When this creature enters, creatures your opponents control get -1/-1 until end of turn.
Blitz {2}{B} (If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Night Clubber {1}{B}{B}

Creature -- Human Warrior

When this creature enters, creatures your opponents control get -1/-1 until end of turn.
Blitz {2}{B} (If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Night Clubber {1}{B}{B}

Creature -- Human Warrior

When this creature enters, creatures your opponents control get -1/-1 until end of turn.
Blitz {2}{B} (If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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.

## Soul-Guide Lantern (1)

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Soul-Guide Lantern (1)

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tear Asunder (1)(G)

Instant

Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)
Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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.