

Animate Dead 1 B Enchantment -- Aura Enchant creature card in a graveyard When this Aura enters, if it's on the battlefield, it loses "enchant creature card in a graveyard" and gains "enchant creature put onto the battlefield with this Aura." Return enchanted creature card to the battlefield under your control and attach this Aura to it. When this Aura leaves the battlefield, that creature's controller sacrifices it. Enchanted creature gets -1/-0. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Animate Dead 1 B Enchantment -- Aura Enchant creature card in a graveyard When this Aura enters, if it's on the battlefield, it loses "enchant creature card in a graveyard" and gains "enchant creature put onto the battlefield with this Aura." Return enchanted creature card to the battlefield under your control and attach this Aura to it. When this Aura leaves the battlefield, that creature's controller sacrifices it. Enchanted creature gets -1/-0. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Animate Dead 1 B Enchantment -- Aura Enchant creature card in a graveyard When this Aura enters, if it's on the battlefield, it loses "enchant creature card in a graveyard" and gains "enchant creature put onto the battlefield with this Aura." Return enchanted creature card to the battlefield under your control and attach this Aura to it. When this Aura leaves the battlefield, that creature's controller sacrifices it. Enchanted creature gets -1/-0. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Animate Dead 1 B Enchantment -- Aura Enchant creature card in a graveyard When this Aura enters, if it's on the battlefield, it loses "enchant creature card in a graveyard" and gains "enchant creature put onto the battlefield with this Aura." Return enchanted creature card to the battlefield under your control and attach this Aura to it. When this Aura leaves the battlefield, that creature's controller sacrifices it. Enchanted creature gets -1/-0. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Blackmail B Sorcery Target player reveals three cards from their hand and you choose one of them. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blackmail B Sorcery Target player reveals three cards from their hand and you choose one of them. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blackmail B Sorcery Target player reveals three cards from their hand and you choose one of them. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cabal Therapy B Sorcery 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Roodslay - Unknown format (Contraption 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;

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 1/10 - 8 cards - 2.5 x 3.5 in each

Cabal Therapy Sorcery 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cabal Therapy Sorcery 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cabal Therapy Sorcery 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Ritual Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Multani, Maro-Sorcerer (4)(G)(G) Legendary Creature -- Elemental Sorcerer Shroud (This creature can't be the target of spells or abilities.) Multani's power and toughness are each equal to the total number of cards in all players' hands. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Multani, Maro-Sorcerer (4)(G)(G) Legendary Creature -- Elemental Sorcerer Shroud (This creature can't be the target of spells or abilities.) Multani's power and toughness are each equal to the total number of cards in all players' hands. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Multani, Maro-Sorcerer (4)(G)(G) Legendary Creature -- Elemental Sorcerer Shroud (This creature can't be the target of spells or abilities.) Multani's power and toughness are each equal to the total number of cards in all players' hands. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Putrid Imp (B) Creature -- Zombie Imp Discard a card: This creature gains flying until end of turn. Threshold -- As long as there are seven or more cards in your graveyard, this creature gets +1/+1 and can't block. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Swamp Basic Land -- Swamp ([T]): Add [B].) 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Symbiotic Wurm (5)(G)(G)(G) Creature -- Wurm When this creature dies, create seven 1/1 green Insect creature tokens. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Symbiotic Wurm (5)(G)(G)(G) Creature -- Wurm When this creature dies, create seven 1/1 green Insect creature tokens. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Symbiotic Wurm (5)(G)(G)(G) Creature -- Wurm When this creature dies, create seven 1/1 green Insect creature tokens. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Verdant Force (5)(G)(G)(G) Creature -- Elemental At the beginning of each upkeep, create a 1/1 green Saproling creature token. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Avatar of Woe (6)(B)(B) Creature -- Avatar If there are ten or more creature cards total in all graveyards, this spell costs {6} less to cast. Fear (This creature can't be blocked except by artifact creatures and/or black creatures.) {T}: Destroy target creature. It can't be regenerated. [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Avatar of Woe (6)(B)(B) Creature -- Avatar If there are ten or more creature cards total in all graveyards, this spell costs {6} less to cast. Fear (This creature can't be blocked except by artifact creatures and/or black creatures.) {T}: Destroy target creature. It can't be regenerated. [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Avatar of Woe (6)(B)(B) Creature -- Avatar If there are ten or more creature cards total in all graveyards, this spell costs {6} less to cast. Fear (This creature can't be blocked except by artifact creatures and/or black creatures.) {T}: Destroy target creature. It can't be regenerated. [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 W U

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 W U

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 G W

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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5 G W

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5 G W

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

botbox.dev

3 B

If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B B

Flying
{T}: Destroy target creature. It can't be regenerated.

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev