

Act of Treason

②R

Sorcery

Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn. (It can attack and {T} this turn.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Angrath's Rampage

(B)(R)

Sorcery

```
Choose one --
* Target player sacrifices an
artifact of their choice.
* Target player sacrifices a
creature of their choice.
* Target player sacrifices a
planeswalker of their choice.
```

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Angrath's Rampage

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Angrath's Rampage

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Sorcery

Choose one --

- * Target player sacrifices an artifact of their choice.
- * Target player sacrifices a creature of their choice.
- * Target player sacrifices a planeswalker of their choice.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bedevil

B B R

Instant

Destroy target artifact, creature, or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Crypt

Land -- Swamp Mountain

($\{T\}$: Add $\{B\}$ or $\{R\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Crypt

Land -- Swamp Mountain

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As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

Castle Lothwain

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This land enters tapped unless you control a Swamp.
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{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 PLAY botbox.dev

B

Creature -- Cat

When this creature enters, each opponent loses 1 life and you gain 1 life.
Sacrifice a Food: Return this card from your graveyard to the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

Creature -- Cat

When this creature enters, each opponent loses 1 life and you gain 1 life.
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When this creature enters, each opponent loses 1 life and you gain 1 life.
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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cauldron Familiar

B

Creature -- Cat

When this creature enters, each opponent loses 1 life and you gain 1 life.

Sacrifice a Food: Return this card from your graveyard to the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chandra, Acolyte of Flame (1)(R)(R)

① R R

Legendary Planeswalker -- Chandra

[0]: Put a loyalty counter on each red planeswalker you control.

[0]: Create two 1/1 red Elemental creature tokens. They gain haste. Sacrifice them at the beginning of the next end step.

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[2]: You may cast target instant or
sorcery card with mana value 3 or
less from your graveyard. If that
spell would be put into your
graveyard, exile it instead.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev

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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Land

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Playtest cards - Noireve Sliver - 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;

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 3/10 - 8 cards - 2.5 x 3.5 in each

Gutterbones (B) Creature -- Skeleton Warrior 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gutterbones (B) Creature -- Skeleton Warrior 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mask of Immolation (1)(R) Artifact -- Equipment When this Equipment enters, create a 1/1 red Elemental creature token, then attach this Equipment to it. Equipped creature has "Sacrifice this creature: It deals 1 damage to any target." Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mayhem Devil (1)(B)(R) Creature -- Devil Whenever a player sacrifices a permanent, this creature deals 1 damage to any target. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Midnight Reaper 2 B Creature -- Zombie Knight Whenever a nontoken creature you control dies, this creature deals 1 damage to you and you draw a card. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Midnight Reaper 2 B Creature -- Zombie Knight Whenever a nontoken creature you control dies, this creature deals 1 damage to you and you draw a card. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Midnight Reaper 2 B Creature -- Zombie Knight Whenever a nontoken creature you control dies, this creature deals 1 damage to you and you draw a card. 3/2 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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Mountain Basic Land -- Mountain {T}: Add {R}. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Murderous Rider Creature -- Zombie Knight Lifelink When this creature dies, put it on the bottom of its owner's library. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nightmare Shepherd Enchantment Creature -- Demon Flying Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Priest of Forgotten Gods Creature -- Human Cleric {T}, Sacrifice two other creatures: Any number of target players each lose 2 life and sacrifice a creature of their choice. You add {B}{B} and draw a card. (Activate only as an instant.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	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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Witch's Oven

①

Artifact

{T}, Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.")

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Bedevil

B B R

Instant

Destroy target artifact, creature, or planeswalker.

[sideboard]

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Destroy target artifact, creature, or planeswalker.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cavalier of Night (2)(B)(B)(B)

2 B B B

Creature -- Elemental Knight

Lifelink
When this creature enters, you may sacrifice another creature. When you do, destroy target creature an opponent controls.
When this creature dies, return target creature card with mana value 3 or less from your graveyard to the battlefield.

[sidebar]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Command the Dreadhorde (4)(B)(B)

4 B B

Sorcery

Choose any number of target creature and/or planeswalker cards in graveyards. Command the Dreadhorde deals damage to you equal to the total mana value of those cards. Put them onto the battlefield under your control.

[sideboard]

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

Command the Dreadhorde (4)(B)(B) Sorcery Choose any number of target creature and/or planeswalker cards in graveyards. Command the Dreadhorde deals damage to you equal to the total mana value of those cards. Put them onto the battlefield under your control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drill Bit (2)(B) Sorcery Spectacle {B} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.) Target player reveals their hand. You choose a nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drill Bit (2)(B) Sorcery Spectacle {B} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.) Target player reveals their hand. You choose a nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drill Bit (2)(B) Sorcery Spectacle {B} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.) Target player reveals their hand. You choose a nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Flame Sweep 2 R Instant Flame Sweep deals 2 damage to each creature except for creatures you control with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ritual of Soot 2 B B Sorcery Destroy all creatures with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ritual of Soot 2 B B Sorcery Destroy all creatures with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	