

Deadly Dispute 1 B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deadly Dispute 1 B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deadly Dispute 1 B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eaten Alive B Sorcery As an additional cost to cast this spell, sacrifice a creature or pay {3}{B}. Exile target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Eyetwitch (B) Creature -- Eye Bat Flying When this creature dies, learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eyetwitch (B) Creature -- Eye Bat Flying When this creature dies, learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eyetwitch (B) Creature -- Eye Bat Flying When this creature dies, learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faceless Haven Snow Land {T}: Add {C}. {S}{S}{S}: This land becomes a 4/3 creature with vigilance and all creature types until end of turn. It's still a land. ({S} can be paid with one mana from a snow source.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Field of Ruin

Land

{T}: Add {C}.
{2}, {T}, Sacrifice this land:
Destroy target nonbasic land an
opponent controls. Each player
searches their library for a basic
land card, puts it onto the
battlefield, then shuffles.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Forsworn Paladin (B)

Creature -- Human Knight

Menace
{1}{B}, {T}, Pay 1 life: Create a Treasure token.
{2}{B}: Target creature gets +2/+0 until end of turn. If mana from a Treasure was spent to activate this ability, that creature also gains deathtouch until end of turn.

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Infernal Grasp (1)(B)

Instant

Destroy target creature. You lose 2 life.

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Jadar, Ghoullcaller of Nephalia (1)(B) Legendary Creature -- Human Wizard At the beginning of your end step, if you control no creatures with decayed, create a 2/2 black Zombie creature token with decayed. (It can't block. When it attacks, sacrifice it at end of combat.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jadar, Ghoullcaller of Nephalia (1)(B) Legendary Creature -- Human Wizard At the beginning of your end step, if you control no creatures with decayed, create a 2/2 black Zombie creature token with decayed. (It can't block. When it attacks, sacrifice it at end of combat.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lolth, Spider Queen (3)(B)(B) Legendary Planeswalker -- Lolth Whenever a creature you control dies, put a loyalty counter on Lolth. [0]: You draw a card and you lose 1 life. [-3]: Create two 2/1 black Spider creature tokens with reach and menace. [-8]: You get an emblem with "Whenever an opponent is dealt combat damage by one or more creatures you control, if that player lost less than 8 life this turn, they lose life equal to the difference." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lolth, Spider Queen (3)(B)(B) Legendary Planeswalker -- Lolth Whenever a creature you control dies, put a loyalty counter on Lolth. [0]: You draw a card and you lose 1 life. [-3]: Create two 2/1 black Spider creature tokens with reach and menace. [-8]: You get an emblem with "Whenever an opponent is dealt combat damage by one or more creatures you control, if that player lost less than 8 life this turn, they lose life equal to the difference." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - BLJ - 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 4/10 - 8 cards - 2.5 x 3.5 in each

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Snow-Covered Swamp

Basic Snow Land - - Swamp

$$(\{T\}: \text{Add } \{B\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Meathook Massacre (X)(B)(B)

Legendary Enchantment

When The Meathook Massacre enters, each creature gets -X/-X until end of turn.

Whenever a creature you control dies, each opponent loses 1 life.

Whenever a creature an opponent controls dies, you gain 1 life.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood on the Snow (4)(B)(B)

Snow Sorcery

Choose one --

- * Destroy all creatures.
- * Destroy all planeswalkers.

Then return a creature or planeswalker card with mana value X or less from your graveyard to the battlefield, where X is the amount of {S} spent to cast this spell. ({S} is mana from a snow source.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood on the Snow (4)(B)(B)

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- * Destroy all planeswalkers.

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[sideboard]

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Containment Breach (2)(G)

Sorcery - - Lesson

Destroy target artifact or enchantment. If its mana value is 2 or less, create a 1/1 black and green Pest creature token with "When this token dies, you gain 1 life."

[sidebar]

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.

[sidebar]

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

Duress ②B 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	Environmental Sciences ② Sorcery -- Lesson Search your library for a basic land card, reveal it, put it into your hand, then shuffle. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flunk ①B Instant Target creature gets -X/-X until end of turn, where X is 7 minus the number of cards in that creature's controller's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flunk ①B Instant Target creature gets -X/-X until end of turn, where X is 7 minus the number of cards in that creature's controller's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Go Blank ②B Sorcery Target player discards two cards. Then exile that player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Go Blank ②B Sorcery Target player discards two cards. Then exile that player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Go Blank ②B Sorcery Target player discards two cards. Then exile that player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Go Blank ②B Sorcery Target player discards two cards. Then exile that player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mascot Exhibition7 Sorcery -- Lesson Create a 2/1 white and black Inkling creature token with flying, a 3/2 red and white Spirit creature token, and a 4/4 blue and red Elemental creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pest Summoning1B/BB/B Sorcery -- Lesson Create two 1/1 black and green Pest creature tokens with "When this token dies, you gain 1 life." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Meathook MassacreXBB Legendary Enchantment When The Meathook Massacre enters, each creature gets -X/-X until end of turn. Whenever a creature you control dies, each opponent loses 1 life. Whenever a creature an opponent controls dies, you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	

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