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| <div><div><div>Brightglass GearhulkGGWW</div><div>Artifact Creature -- Construct</div><div>First strike, trample<br/>When this creature enters, you may search your library for up to two artifact, creature, and/or enchantment cards with mana value 1 or less, reveal them, put them into your hand, then shuffle.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Brightglass GearhulkGGWW</div><div>Artifact Creature -- Construct</div><div>First strike, trample<br/>When this creature enters, you may search your library for up to two artifact, creature, and/or enchantment cards with mana value 1 or less, reveal them, put them into your hand, then shuffle.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Brightglass GearhulkGGWW</div><div>Artifact Creature -- Construct</div><div>First strike, trample<br/>When this creature enters, you may search your library for up to two artifact, creature, and/or enchantment cards with mana value 1 or less, reveal them, put them into your hand, then shuffle.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Brightglass GearhulkGGWW</div><div>Artifact Creature -- Construct</div><div>First strike, trample<br/>When this creature enters, you may search your library for up to two artifact, creature, and/or enchantment cards with mana value 1 or less, reveal them, put them into your hand, then shuffle.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Brushland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {W}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                           | <div><div><div>Brushland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {W}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                           | <div><div><div>Brushland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {W}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                           | <div><div><div>Brushland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {W}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                           |

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| <div>Collector's Cage</div> <div>Artifact</div> <div>Hideaway 5 (When this artifact enters, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)<br/>{1}, {T}: Put a +1/+1 counter on target creature you control. Then if you control three or more creatures with different powers, you may play the exiled card without paying its mana cost.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Collector's Cage</div> <div>Artifact</div> <div>Hideaway 5 (When this artifact enters, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)<br/>{1}, {T}: Put a +1/+1 counter on target creature you control. Then if you control three or more creatures with different powers, you may play the exiled card without paying its mana cost.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Collector's Cage</div> <div>Artifact</div> <div>Hideaway 5 (When this artifact enters, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)<br/>{1}, {T}: Put a +1/+1 counter on target creature you control. Then if you control three or more creatures with different powers, you may play the exiled card without paying its mana cost.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Collector's Cage</div> <div>Artifact</div> <div>Hideaway 5 (When this artifact enters, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)<br/>{1}, {T}: Put a +1/+1 counter on target creature you control. Then if you control three or more creatures with different powers, you may play the exiled card without paying its mana cost.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Dusk Rose Reliquary</div> <div>Artifact</div> <div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Ward {2}<br/>When this artifact enters, exile target artifact or creature an opponent controls until this artifact leaves the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                              | <div>Dusk Rose Reliquary</div> <div>Artifact</div> <div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Ward {2}<br/>When this artifact enters, exile target artifact or creature an opponent controls until this artifact leaves the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                              | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                             | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                             |

①

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

## Land

{T}: Add {G}.  
{T}: Add {W}. Activate only if you control a Forest or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {G}.  
{T}: Add {W}. Activate only if you control a Forest or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {G}.  
{T}: Add {W}. Activate only if you control a Forest or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {G}.  
{T}: Add {W}. Activate only if you control a Forest or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Creature -- Elf Druid

$$\{T\}: \text{Add } \{G\}.$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

Creature -- Elf Druid

$$\{T\}: \text{Add } \{G\}.$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Creature -- Elf Druid

$$\{T\}: \text{Add } \{G\}.$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

When this creature dies, you gain 1 life and draw a card.

When this creature is exiled from the battlefield while you're activating a craft ability, you gain 1 life and draw a card.

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Flying  
When this creature enters, return up to one target non-Faerie, nonland permanent you control to its owner's hand. If a permanent was returned this way, put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

{T}: Add one mana of any color.  
{T}: Add two mana of any one color.  
Spend this mana only to turn  
permanents face up.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 W W

Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)

Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 W W

Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)

Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 W W

Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)

Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

WW

Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Exile target nontoken creature. If the gift wasn't promised, return that card to the battlefield under its owner's control with a +1/+1 counter on it at the beginning of the next end step.

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| <div> <div>Parting Gust</div> <div> <div>W</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)</p> <p>Exile target nontoken creature. If the gift wasn't promised, return that card to the battlefield under its owner's control with a +1/+1 counter on it at the beginning of the next end step.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>         | <div> <div>Parting Gust</div> <div> <div>W</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)</p> <p>Exile target nontoken creature. If the gift wasn't promised, return that card to the battlefield under its owner's control with a +1/+1 counter on it at the beginning of the next end step.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>         | <div> <div>Pawpatch Recruit</div> <div> <div>G</div> </div> </div> <div>Creature -- Rabbit Warrior</div> <div> <p>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)</p> <p>Trample</p> <p>Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Pawpatch Recruit</div> <div> <div>G</div> </div> </div> <div>Creature -- Rabbit Warrior</div> <div> <p>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)</p> <p>Trample</p> <p>Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Pawpatch Recruit</div> <div> <div>G</div> </div> </div> <div>Creature -- Rabbit Warrior</div> <div> <p>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)</p> <p>Trample</p> <p>Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Pawpatch Recruit</div> <div> <div>G</div> </div> </div> <div>Creature -- Rabbit Warrior</div> <div> <p>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)</p> <p>Trample</p> <p>Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Plains</div> </div> <div>Basic Land -- Plains</div> <div> <p>{T}: Add {W}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                      | <div> <div>Plains</div> </div> <div>Basic Land -- Plains</div> <div> <p>{T}: Add {W}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                      |

Playtest cards - Schnake, Abe - Unknown format (Pro Tour Aetherdrift in Chicago)

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 5/10 - 8 cards - 2.5 x 3.5 in each

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                           | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                           | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                           |
| <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Razorverge Thicket</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Razorverge Thicket</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Razorverge Thicket</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Razorverge Thicket</b><br><hr/> Land<br><hr/> <p>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</p>                                                                                                                                        | <b>Restless Prairie</b><br><hr/> Land<br><hr/> <p>This land enters tapped.<br/>{T}: Add {G} or {W}.<br/>{2}{G}{W}: This land becomes a 3/3 green and white Llama creature until end of turn. It's still a land. Whenever this land attacks, other creatures you control get +1/+1 until end of turn.</p> | <b>Restless Prairie</b><br><hr/> Land<br><hr/> <p>This land enters tapped.<br/>{T}: Add {G} or {W}.<br/>{2}{G}{W}: This land becomes a 3/3 green and white Llama creature until end of turn. It's still a land. Whenever this land attacks, other creatures you control get +1/+1 until end of turn.</p> | <b>Restless Prairie</b><br><hr/> Land<br><hr/> <p>This land enters tapped.<br/>{T}: Add {G} or {W}.<br/>{2}{G}{W}: This land becomes a 3/3 green and white Llama creature until end of turn. It's still a land. Whenever this land attacks, other creatures you control get +1/+1 until end of turn.</p> |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                        | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                    | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                    | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                    |
| <b>Sandstorm Salvager</b> ②⑥<br><hr/> Creature -- Human Artificer<br><hr/> <p>When this creature enters, create a 3/3 colorless Golem artifact creature token.<br/>{2}, {T}: Put a +1/+1 counter on each creature token you control. They gain trample until end of turn.</p> <div>1/1</div> | <b>Sandstorm Salvager</b> ②⑥<br><hr/> Creature -- Human Artificer<br><hr/> <p>When this creature enters, create a 3/3 colorless Golem artifact creature token.<br/>{2}, {T}: Put a +1/+1 counter on each creature token you control. They gain trample until end of turn.</p> <div>1/1</div>             | <b>Sandstorm Salvager</b> ②⑥<br><hr/> Creature -- Human Artificer<br><hr/> <p>When this creature enters, create a 3/3 colorless Golem artifact creature token.<br/>{2}, {T}: Put a +1/+1 counter on each creature token you control. They gain trample until end of turn.</p> <div>1/1</div>             | <b>Sandstorm Salvager</b> ②⑥<br><hr/> Creature -- Human Artificer<br><hr/> <p>When this creature enters, create a 3/3 colorless Golem artifact creature token.<br/>{2}, {T}: Put a +1/+1 counter on each creature token you control. They gain trample until end of turn.</p> <div>1/1</div>             |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                        | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                    | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                    | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                    |

Playtest cards - Schnake, Abe - Unknown format (Pro Tour Aetherdrift in Chicago)

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| <b>Sanguine Evangelist</b> (2)(W)<br>Creature -- Vampire Cleric<br>Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)<br>When this creature enters or dies, create a 1/1 black Bat creature token with flying.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                      | <b>Sanguine Evangelist</b> (2)(W)<br>Creature -- Vampire Cleric<br>Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)<br>When this creature enters or dies, create a 1/1 black Bat creature token with flying.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                      | <b>Sanguine Evangelist</b> (2)(W)<br>Creature -- Vampire Cleric<br>Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)<br>When this creature enters or dies, create a 1/1 black Bat creature token with flying.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                      | <b>Valgavoth's Lair</b><br>Enchantment Land<br>Hexproof<br>This land enters tapped. As it enters, choose a color.<br>{T}: Add one mana of the chosen color.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                              |
| <b>Aven Interrupter</b> (1)(W)(W)<br>Creature -- Bird Rogue<br>Flash<br>Flying<br>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)<br>Spells your opponents cast from graveyards or from exile cost {2} more to cast.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Aven Interrupter</b> (1)(W)(W)<br>Creature -- Bird Rogue<br>Flash<br>Flying<br>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)<br>Spells your opponents cast from graveyards or from exile cost {2} more to cast.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Aven Interrupter</b> (1)(W)(W)<br>Creature -- Bird Rogue<br>Flash<br>Flying<br>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)<br>Spells your opponents cast from graveyards or from exile cost {2} more to cast.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Aven Interrupter</b> (1)(W)(W)<br>Creature -- Bird Rogue<br>Flash<br>Flying<br>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)<br>Spells your opponents cast from graveyards or from exile cost {2} more to cast.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div> <div>Devout Decree</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Sorcery</div> <div> <p>Exile target creature or planeswalker that's black or red. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                         | <div> <div>Devout Decree</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Sorcery</div> <div> <p>Exile target creature or planeswalker that's black or red. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                           | <div> <div>Devout Decree</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Sorcery</div> <div> <p>Exile target creature or planeswalker that's black or red. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                      | <div> <div>Ghost Vacuum</div> <div> <div>1</div> </div> </div> <div>Artifact</div> <div> <p>{T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Haywire Mite</div> <div> <div>1</div> </div> </div> <div>Artifact Creature -- Insect</div> <div> <p>When this creature dies, you gain 2 life. {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Lavaspur Boots</div> <div> <div>1</div> </div> </div> <div>Artifact -- Equipment</div> <div> <p>Equipped creature gets +1/+0 and has haste and ward {1}. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.) Equip {1}</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Obstinate Baloth</div> <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div>Creature -- Beast</div> <div> <p>When this creature enters, you gain 4 life. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Obstinate Baloth</div> <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div>Creature -- Beast</div> <div> <p>When this creature enters, you gain 4 life. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                          |

Playtest cards - Schnake, Abe - Unknown format (Pro Tour Aetherdrift in Chicago)

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 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>Pawpatch Formation</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Destroy target creature with flying.</li> <li>* Destroy target enchantment.</li> <li>* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.")</li> </ul> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Pawpatch Formation</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Destroy target creature with flying.</li> <li>* Destroy target enchantment.</li> <li>* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.")</li> </ul> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Soul-Guide Lantern</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> <p>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.</p> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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