

Birthing Ritual 1 6 Enchantment At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birthing Ritual 1 6 Enchantment At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birthing Ritual 1 6 Enchantment At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birthing Ritual 1 6 Enchantment At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Boggart Trawler 2 B Creature -- Goblin When this creature enters, exile target player's graveyard. 3/1 ----- BACK FACE ----- Boggart Bog Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boggart Trawler 2 B Creature -- Goblin When this creature enters, exile target player's graveyard. 3/1 ----- BACK FACE ----- Boggart Bog Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chrome Mox 9 Artifact Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chrome Mox 9 Artifact Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chrome Mox Artifact Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chrome Mox Artifact Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dedicated Dollmaker Creature -- Dwarf Artificer When Dedicated Dollmaker enters, exile up to one other target nonland, nontoken permanent. Its controller creates a token that's a copy of it, except it's not legendary and it's an artifact in addition to its other types. {1}{W}: Tokens you control gain indestructible until end of turn. Activate only once. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dedicated Dollmaker Creature -- Dwarf Artificer When Dedicated Dollmaker enters, exile up to one other target nonland, nontoken permanent. Its controller creates a token that's a copy of it, except it's not legendary and it's an artifact in addition to its other types. {1}{W}: Tokens you control gain indestructible until end of turn. Activate only once. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dedicated Dollmaker Creature -- Dwarf Artificer When Dedicated Dollmaker enters, exile up to one other target nonland, nontoken permanent. Its controller creates a token that's a copy of it, except it's not legendary and it's an artifact in addition to its other types. {1}{W}: Tokens you control gain indestructible until end of turn. Activate only once. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dedicated Dollmaker Creature -- Dwarf Artificer When Dedicated Dollmaker enters, exile up to one other target nonland, nontoken permanent. Its controller creates a token that's a copy of it, except it's not legendary and it's an artifact in addition to its other types. {1}{W}: Tokens you control gain indestructible until end of turn. Activate only once. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ephemerate Instant Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ephemerate Instant Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ephemerate W Instant Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ephemerate W Instant Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Godless Shrine Land -- Plains Swamp {T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Godless Shrine Land -- Plains Swamp {T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Grief 2BB Creature -- Elemental Incarnation Menace When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Evoke--Exile a black card from your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grief 2BB Creature -- Elemental Incarnation Menace When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Evoke--Exile a black card from your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grief 2BB Creature -- Elemental Incarnation Menace When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Evoke--Exile a black card from your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grief 2BB Creature -- Elemental Incarnation Menace When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Evoke--Exile a black card from your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Juggernaut Peddler W B Creature -- Human Artificer Vigilance When Juggernaut Peddler enters, target player reveals all nonland cards in their hand. You may choose one of those cards. If you do, that player exiles it and conjures a card named Juggernaut into their hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Juggernaut Peddler W B Creature -- Human Artificer Vigilance When Juggernaut Peddler enters, target player reveals all nonland cards in their hand. You may choose one of those cards. If you do, that player exiles it and conjures a card named Juggernaut into their hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lush Portico Land -- Forest Plains {T}: Add {G} or {W}.) 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 PLAYbotbox.dev	Marsh Flats Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Orcish Bowmasters (1)(B) Creature -- Orc Archer Flash When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orcish Bowmasters (1)(B) Creature -- Orc Archer Flash When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orcish Bowmasters (1)(B) Creature -- Orc Archer Flash When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overgrown Tomb Land -- Swamp Forest ([T]): Add [B] or [G].) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Overlord of the Balemurk (3)(B)(B) Enchantment Creature -- Avatar Horror Impending 5--[1][B] (If you cast this spell for its impending cost, it enters with five 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, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overlord of the Balemurk (3)(B)(B) Enchantment Creature -- Avatar Horror Impending 5--[1][B] (If you cast this spell for its impending cost, it enters with five 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, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overlord of the Balemurk (3)(B)(B) Enchantment Creature -- Avatar Horror Impending 5--[1][B] (If you cast this spell for its impending cost, it enters with five 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, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overlord of the Balemurk (3)(B)(B) Enchantment Creature -- Avatar Horror Impending 5--[1][B] (If you cast this spell for its impending cost, it enters with five 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, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - dem7470 - Timeless (TheGathering.gg First Free Timeless \$1K)

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

Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reanimate Sorcery Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reanimate Sorcery Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reanimate Sorcery Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Reanimate Sorcery Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Renegade Rallier Creature -- Human Warrior Revolt -- When this creature enters, if a permanent left the battlefield under your control this turn, return target permanent card with mana value 2 or less from your graveyard to the battlefield. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Renegade Rallier Creature -- Human Warrior Revolt -- When this creature enters, if a permanent left the battlefield under your control this turn, return target permanent card with mana value 2 or less from your graveyard to the battlefield. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Renegade Rallier Creature -- Human Warrior Revolt -- When this creature enters, if a permanent left the battlefield under your control this turn, return target permanent card with mana value 2 or less from your graveyard to the battlefield. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

Shadowy Backstreet Land -- Plains Swamp ({T}: Add {W} or {B}.) 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.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Solitude Creature -- Elemental Incarnation Flash Lifelink When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power. Evoke--Exile a white card from your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Solitude Creature -- Elemental Incarnation Flash Lifelink When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power. Evoke--Exile a white card from your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Solitude Creature -- Elemental Incarnation Flash Lifelink When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power. Evoke--Exile a white card from your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Witch Enchanter 3W Creature -- Human Warlock When this creature enters, destroy target artifact or enchantment an opponent controls. 2/2 --- BACK FACE --- Witch-Blessed Meadow Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Witch Enchanter 3W Creature -- Human Warlock When this creature enters, destroy target artifact or enchantment an opponent controls. 2/2 --- BACK FACE --- Witch-Blessed Meadow Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Archon of Emerica 2W Creature -- Archon Flying Each player can't cast more than one spell each turn. Nonbasic lands your opponents control enter tapped. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Archon of Emerica 2W Creature -- Archon Flying Each player can't cast more than one spell each turn. Nonbasic lands your opponents control enter tapped. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disruptor Flute 2 Artifact Flash As this artifact enters, choose a card name. Spells with the chosen name cost {3} more to cast. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elesh Norn, Mother of Machines 4W Legendary Creature -- Phyrexian Praetor Vigilance If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. Permanents entering don't cause abilities of permanents your opponents control to trigger. [sideboard] 4/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

3 B B B

When Perforator Crocodile enters, for each creature your opponents control, conjure a card named Stab Wound onto the battlefield attached to that creature.

Cycling {1}{B}

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Exile target creature. Its controller gains life equal to its power.

otbox.dev

W

Exile target creature. Its controller gains life equal to its power.

otbox.dev

W

Exile target creature. Its controller gains life equal to its power.

otbox.dev

① ② W

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First strike
Noncreature spells cost {1} more to
cast.
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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thrun, Breaker of Silence (3)(6)(6) Legendary Creature -- Troll Shaman This spell can't be countered. Trample Thrun can't be the target of nongreen spells your opponents control or abilities from nongreen sources your opponents control. During your turn, Thrun has indestructible. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Viconia, Nightsinger's Disciple (1)(B) Legendary Creature -- Elf Cleric Specialize {2} {1}: Exile target card from a graveyard. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Viconia, Nightsinger's Disciple (1)(B) Legendary Creature -- Elf Cleric Specialize {2} {1}: Exile target card from a graveyard. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	