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| <div><div>Assassin's Trophy</div><div><div>B</div><div>G</div></div></div> <div><div>Instant</div><div>Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</div></div> <div><div>4/4</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Bloated Contaminator</div><div><div>2</div><div>G</div></div></div> <div><div>Creature -- Phyrexian Beast</div><div>Trample<br/>Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)<br/>Whenever this creature deals combat damage to a player, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</div></div> <div><div>4/4</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Bloated Contaminator</div><div><div>2</div><div>G</div></div></div> <div><div>Creature -- Phyrexian Beast</div><div>Trample<br/>Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)<br/>Whenever this creature deals combat damage to a player, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</div></div> <div><div>4/4</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Blooming Marsh</div></div> <div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Blooming Marsh</div></div> <div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                   | <div><div>Blooming Marsh</div></div> <div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                     | <div><div>Blooming Marsh</div></div> <div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                     | <div><div>Cut Down</div><div>B</div></div> <div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                |

**B**

Destroy target creature with total power and toughness 5 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Destroy target creature with total power and toughness 5 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

First strike, deathtouch  
Whenever Glissa Sunslayer deals combat damage to a player, choose one --

- \* You draw a card and lose 1 life.
- \* Destroy target enchantment.
- \* Remove up to three counters from target permanent.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Glissa Sunslayer</b> (1)(B)(G)<br>Legendary Creature -- Phyrexian Zombie Elf<br>First strike, deathtouch<br>Whenever Glissa Sunslayer deals combat damage to a player, choose one --<br>* You draw a card and lose 1 life.<br>* Destroy target enchantment.<br>* Remove up to three counters from target permanent.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                               | <b>Go for the Throat</b> (1)(B)<br>Instant<br>Destroy target nonartifact creature.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                  | <b>Goldvein Hydra</b> (X)(G)<br>Creature -- Hydra<br>Vigilance, trample, haste<br>This creature enters with X +1/+1 counters on it.<br>When this creature dies, create a number of tapped Treasure tokens equal to its power.<br><div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                        | <b>Innkeeper's Talent</b> (1)(G)<br>Enchantment -- Class<br>(Gain the next level as a sorcery to add its ability.)<br>At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.<br>{G}: Level 2<br>Permanents you control with counters on them have ward {1}.<br>{3}{G}: Level 3<br>If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Innkeeper's Talent</b> (1)(G)<br>Enchantment -- Class<br>(Gain the next level as a sorcery to add its ability.)<br>At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.<br>{G}: Level 2<br>Permanents you control with counters on them have ward {1}.<br>{3}{G}: Level 3<br>If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Innkeeper's Talent</b> (1)(G)<br>Enchantment -- Class<br>(Gain the next level as a sorcery to add its ability.)<br>At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.<br>{G}: Level 2<br>Permanents you control with counters on them have ward {1}.<br>{3}{G}: Level 3<br>If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Innkeeper's Talent</b> (1)(G)<br>Enchantment -- Class<br>(Gain the next level as a sorcery to add its ability.)<br>At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.<br>{G}: Level 2<br>Permanents you control with counters on them have ward {1}.<br>{3}{G}: Level 3<br>If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Llanowar Wastes</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {B} or {G}. This land deals 1 damage to you.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                            |

Playtest cards - Lugh - Standard (??? ~???????~ Izzet Explosive Experiment Event)

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

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| <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                    | <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                      | <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                      | <div>Mirrex</div> <div>Land -- Sphere</div> <div>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Activate only if this land entered this turn.<br/>{3}, {T}: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." (Players dealt combat damage by it also get a poison counter.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                   |
| <div>Mirrex</div> <div>Land -- Sphere</div> <div>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Activate only if this land entered this turn.<br/>{3}, {T}: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." (Players dealt combat damage by it also get a poison counter.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mosswood Dreadknight</div> <div>16</div> <div>Creature -- Human Knight</div> <div>Trample<br/>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.</div> <div>3/2</div> <div>----- ADVENTURE -----</div> <div>Dread Whispers</div> <div>1B</div> <div>Sorcery -- Adventure</div> <div>You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mosswood Dreadknight</div> <div>16</div> <div>Creature -- Human Knight</div> <div>Trample<br/>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.</div> <div>3/2</div> <div>----- ADVENTURE -----</div> <div>Dread Whispers</div> <div>1B</div> <div>Sorcery -- Adventure</div> <div>You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mosswood Dreadknight</div> <div>16</div> <div>Creature -- Human Knight</div> <div>Trample<br/>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.</div> <div>3/2</div> <div>----- ADVENTURE -----</div> <div>Dread Whispers</div> <div>1B</div> <div>Sorcery -- Adventure</div> <div>You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

**B G**

Look at the top X cards of your library, where X is twice the number of lands you control. Put one of them into your hand and the rest on the bottom of your library in a random order.

Plot {1}{B}{G} (You may pay {1}{B}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B G**

Look at the top  $X$  cards of your library, where  $X$  is twice the number of lands you control. Put one of them into your hand and the rest on the bottom of your library in a random order.

Plot {1}{B}{G} (You may pay {1}{B}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

$\{T\}$ : Add  $\{B\}$  or  $\{G\}$ .

{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.

Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

$\{T\}$ : Add  $\{B\}$  or  $\{G\}$ .

{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.

Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.

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## Land

This land enters tapped.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sentinel of the Nameless City (2)(G)

Creature -- Merfolk Warrior Scout

## Vigilance

Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explodes. Activate only as a sorcery.")

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sentinel of the Nameless City (2)(G)

Creature -- Merfolk Warrior Scout

Vigilance

Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <p><b>Sentinel of the Nameless City</b> (2)(G)</p> <p>Creature -- Merfolk Warrior Scout</p> <p>Vigilance<br/>Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                         | <p><b>Sharp-Eyed Rookie</b> (1)(G)</p> <p>Creature -- Human Detective</p> <p>Vigilance<br/>Whenever a creature you control enters, if its power is greater than this creature's power or its toughness is greater than this creature's toughness, put a +1/+1 counter on this creature and investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Sharp-Eyed Rookie</b> (1)(G)</p> <p>Creature -- Human Detective</p> <p>Vigilance<br/>Whenever a creature you control enters, if its power is greater than this creature's power or its toughness is greater than this creature's toughness, put a +1/+1 counter on this creature and investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Sharp-Eyed Rookie</b> (1)(G)</p> <p>Creature -- Human Detective</p> <p>Vigilance<br/>Whenever a creature you control enters, if its power is greater than this creature's power or its toughness is greater than this creature's toughness, put a +1/+1 counter on this creature and investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Sharp-Eyed Rookie</b> (1)(G)</p> <p>Creature -- Human Detective</p> <p>Vigilance<br/>Whenever a creature you control enters, if its power is greater than this creature's power or its toughness is greater than this creature's toughness, put a +1/+1 counter on this creature and investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Sheoldred, the Apocalypse</b> (2)(B)(B)</p> <p>Legendary Creature -- Phyrexian Praetor</p> <p>Deathtouch<br/>Whenever you draw a card, you gain 2 life.<br/>Whenever an opponent draws a card, they lose 2 life.</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                         | <p><b>Sheoldred, the Apocalypse</b> (2)(B)(B)</p> <p>Legendary Creature -- Phyrexian Praetor</p> <p>Deathtouch<br/>Whenever you draw a card, you gain 2 life.<br/>Whenever an opponent draws a card, they lose 2 life.</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                         | <p><b>Shoot the Sheriff</b> (1)(B)</p> <p>Instant</p> <p>Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                             |

Playtest cards - Lugh - Standard (??? ~???????~ Izzet Explosive Experiment Event)

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| <div>Shoot the Sheriff</div> <div>1B</div> <div>Instant</div> <div>Destroy target non-outlaw creature.<br/>(Assassins, Mercenaries, Pirates,<br/>Rogues, and Warlocks are outlaws.<br/>Everyone else is fair game.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Shoot the Sheriff</div> <div>1B</div> <div>Instant</div> <div>Destroy target non-outlaw creature.<br/>(Assassins, Mercenaries, Pirates,<br/>Rogues, and Warlocks are outlaws.<br/>Everyone else is fair game.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                               |
| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thirsting Roots</div> <div>6</div> <div>Sorcery</div> <div>Choose one --<br/>* Search your library for a basic<br/>land card, reveal it, put it into<br/>your hand, then shuffle.<br/>* Proliferate. (Choose any number of<br/>permanents and/or players, then give<br/>each another counter of each kind<br/>already there.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Underground Mortuary</div> <div>Land -- Swamp Forest</div> <div> <p>{T}: Add {B} or {G}.)<br/> This land enters tapped.<br/> When this land enters, surveil 1.<br/> (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                | <div>Vraska, Betrayal's Sting 4 B BP</div> <div>Legendary Planeswalker -- Vraska</div> <div> <p>Compleated ({B/P} can be paid with {B} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)<br/> [0]: You draw a card and lose 1 life. Proliferate.<br/> [-2]: Target creature becomes a Treasure artifact with "{T}, Sacrifice this artifact: Add one mana of any color" and loses all other card types and abilities.<br/> [-9]: If target player has fewer than nine poison counters, they get a number of poison counters equal to the difference.</p> </div> <div>L 6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Vraska, Betrayal's Sting 4 B BP</div> <div>Legendary Planeswalker -- Vraska</div> <div> <p>Compleated ({B/P} can be paid with {B} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)<br/> [0]: You draw a card and lose 1 life. Proliferate.<br/> [-2]: Target creature becomes a Treasure artifact with "{T}, Sacrifice this artifact: Add one mana of any color" and loses all other card types and abilities.<br/> [-9]: If target player has fewer than nine poison counters, they get a number of poison counters equal to the difference.</p> </div> <div>L 6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Vraska, Betrayal's Sting 4 B BP</div> <div>Legendary Planeswalker -- Vraska</div> <div> <p>Compleated ({B/P} can be paid with {B} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)<br/> [0]: You draw a card and lose 1 life. Proliferate.<br/> [-2]: Target creature becomes a Treasure artifact with "{T}, Sacrifice this artifact: Add one mana of any color" and loses all other card types and abilities.<br/> [-9]: If target player has fewer than nine poison counters, they get a number of poison counters equal to the difference.</p> </div> <div>L 6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Choking Miasma 1 B B</div> <div>Sorcery</div> <div> <p>Kicker {G} (You may pay an additional {G} as you cast this spell.)<br/> If this spell was kicked, put a +1/+1 counter on a creature you control.<br/> All creatures get -2/-2 until end of turn.</p> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Choking Miasma 1 B B</div> <div>Sorcery</div> <div> <p>Kicker {G} (You may pay an additional {G} as you cast this spell.)<br/> If this spell was kicked, put a +1/+1 counter on a creature you control.<br/> All creatures get -2/-2 until end of turn.</p> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                      | <div>Cut Down B</div> <div>Instant</div> <div> <p>Destroy target creature with total power and toughness 5 or less.</p> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                               | <div>Duress B</div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                               |

Playtest cards - Lugh - Standard (??? ~???????~ Izzet Explosive Experiment Event)

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

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| <b>Duress</b> <span>(B)</span><br>Sorcery<br>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                        | <b>Duress</b> <span>(B)</span><br>Sorcery<br>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                          | <b>Misery's Shadow</b> <span>(1)(B)</span><br>Creature -- Shade<br>If a creature an opponent controls would die, exile it instead.<br>{1}: This creature gets +1/+1 until end of turn.<br><br>[sideboard] <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                 | <b>Misery's Shadow</b> <span>(1)(B)</span><br>Creature -- Shade<br>If a creature an opponent controls would die, exile it instead.<br>{1}: This creature gets +1/+1 until end of turn.<br><br>[sideboard] <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                 |
| <b>Obstinate Baloth</b> <span>(2)(G)(G)</span><br>Creature -- Beast<br>When this creature enters, you gain 4 life.<br>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.<br><br>[sideboard] <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Tear Asunder</b> <span>(1)(G)</span><br>Instant<br>Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)<br>Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Thought-Stalker Warlock</b> <span>(2)(B)</span><br>Creature -- Lizard Warlock<br>Menace (This creature can't be blocked except by two or more creatures.)<br>When this creature enters, choose target opponent. If they lost life this turn, they reveal their hand, you choose a nonland card from it, and they discard that card. Otherwise, they discard a card.<br><br>[sideboard] <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Thought-Stalker Warlock</b> <span>(2)(B)</span><br>Creature -- Lizard Warlock<br>Menace (This creature can't be blocked except by two or more creatures.)<br>When this creature enters, choose target opponent. If they lost life this turn, they reveal their hand, you choose a nonland card from it, and they discard that card. Otherwise, they discard a card.<br><br>[sideboard] <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <p><b>Tranquil Frillback</b> (2)(6)</p> <p>Creature -- Dinosaur</p> <p>When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --</p> <ul style="list-style-type: none"> <li>* Destroy target artifact or enchantment.</li> <li>* Exile target player's graveyard.</li> <li>* You gain 4 life.</li> </ul> <p>[sideboard]</p> <p><b>3/3</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Tranquil Frillback</b> (2)(6)</p> <p>Creature -- Dinosaur</p> <p>When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --</p> <ul style="list-style-type: none"> <li>* Destroy target artifact or enchantment.</li> <li>* Exile target player's graveyard.</li> <li>* You gain 4 life.</li> </ul> <p>[sideboard]</p> <p><b>3/3</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Tranquil Frillback</b> (2)(6)</p> <p>Creature -- Dinosaur</p> <p>When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --</p> <ul style="list-style-type: none"> <li>* Destroy target artifact or enchantment.</li> <li>* Exile target player's graveyard.</li> <li>* You gain 4 life.</li> </ul> <p>[sideboard]</p> <p><b>3/3</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |  |
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Playtest cards - Lugh - Standard (??? ~???????~ Izzet Explosive Experiment Event)

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