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| <div>Adarkar Wastes</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {W} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                             | <div>Adarkar Wastes</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {W} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>  | <div>Bloodletter of Aclazotz 1BBB</div> <div>Creature -- Vampire Demon</div> <div>Flying</div> <div>If an opponent would lose life during your turn, they lose twice that much life instead. (Damage causes loss of life.)</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Bloodletter of Aclazotz 1BBB</div> <div>Creature -- Vampire Demon</div> <div>Flying</div> <div>If an opponent would lose life during your turn, they lose twice that much life instead. (Damage causes loss of life.)</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Bloodletter of Aclazotz 1BBB</div> <div>Creature -- Vampire Demon</div> <div>Flying</div> <div>If an opponent would lose life during your turn, they lose twice that much life instead. (Damage causes loss of life.)</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Caves of Koilos</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {W} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Caves of Koilos</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {W} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                            | <div>Concealed Courtyard</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.</div> <div>{T}: Add {W} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                  |



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| <div> <div>Get Lost</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                     | <div> <div>Get Lost</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                     | <div> <div>Get Lost</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Iridescent Vinelasher</div> <div> <div>B</div> </div> </div> <div>Creature -- Lizard Assassin</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.)<br/>Landfall -- Whenever a land you control enters, this creature deals 1 damage to target opponent.</p> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                     |
| <div> <div>Iridescent Vinelasher</div> <div> <div>B</div> </div> </div> <div>Creature -- Lizard Assassin</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.)<br/>Landfall -- Whenever a land you control enters, this creature deals 1 damage to target opponent.</p> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Iridescent Vinelasher</div> <div> <div>B</div> </div> </div> <div>Creature -- Lizard Assassin</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.)<br/>Landfall -- Whenever a land you control enters, this creature deals 1 damage to target opponent.</p> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Island</div> </div> <div>Basic Land -- Island</div> <div> <p>{T}: Add {U}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                           | <div> <div>Kaito, Cunning Infiltrator</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div>Legendary Planeswalker -- Kaito</div> <div> <p>Whenever a creature you control deals combat damage to a player, put a loyalty counter on Kaito.<br/>[+1]: Up to one target creature you control can't be blocked this turn. Draw a card, then discard a card.<br/>[-2]: Create a 2/1 blue Ninja creature token.<br/>[-9]: You get an emblem with "Whenever a player casts a spell, you create a 2/1 blue Ninja creature token."</p> </div> <div> <div>L 3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

Playtest cards - Uncle\_Russ - Standard (Jaffer's Foundations Mosh Pit)

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

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| <b>Kaito, Cunning Infiltrator</b> ①①①<br><b>Legendary Planeswalker -- Kaito</b><br>Whenever a creature you control deals combat damage to a player, put a loyalty counter on Kaito.<br>[+1]: Up to one target creature you control can't be blocked this turn. Draw a card, then discard a card.<br>[-2]: Create a 2/1 blue Ninja creature token.<br>[-9]: You get an emblem with "Whenever a player casts a spell, you create a 2/1 blue Ninja creature token."<br><div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                       | <b>Kaito, Cunning Infiltrator</b> ①①①<br><b>Legendary Planeswalker -- Kaito</b><br>Whenever a creature you control deals combat damage to a player, put a loyalty counter on Kaito.<br>[+1]: Up to one target creature you control can't be blocked this turn. Draw a card, then discard a card.<br>[-2]: Create a 2/1 blue Ninja creature token.<br>[-9]: You get an emblem with "Whenever a player casts a spell, you create a 2/1 blue Ninja creature token."<br><div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Kaito, Dancing Shadow</b> ②①③<br><b>Legendary Planeswalker -- Kaito</b><br>Whenever one or more creatures you control deal combat damage to a player, you may return one of them to its owner's hand. If you do, you may activate loyalty abilities of Kaito twice this turn rather than only once.<br>[+1]: Up to one target creature can't attack or block until your next turn.<br>[0]: Draw a card.<br>[-2]: Create a 2/2 colorless Drone artifact creature token with deathtouch and "When this token leaves the battlefield, each opponent loses 2 life and you gain 2 life."<br><div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Kaito, Dancing Shadow</b> ②①③<br><b>Legendary Planeswalker -- Kaito</b><br>Whenever one or more creatures you control deal combat damage to a player, you may return one of them to its owner's hand. If you do, you may activate loyalty abilities of Kaito twice this turn rather than only once.<br>[+1]: Up to one target creature can't attack or block until your next turn.<br>[0]: Draw a card.<br>[-2]: Create a 2/2 colorless Drone artifact creature token with deathtouch and "When this token leaves the battlefield, each opponent loses 2 life and you gain 2 life."<br><div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <b>Kaito, Dancing Shadow</b> ②①③<br><b>Legendary Planeswalker -- Kaito</b><br>Whenever one or more creatures you control deal combat damage to a player, you may return one of them to its owner's hand. If you do, you may activate loyalty abilities of Kaito twice this turn rather than only once.<br>[+1]: Up to one target creature can't attack or block until your next turn.<br>[0]: Draw a card.<br>[-2]: Create a 2/2 colorless Drone artifact creature token with deathtouch and "When this token leaves the battlefield, each opponent loses 2 life and you gain 2 life."<br><div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Lavaspur Boots</b> ①<br><b>Artifact -- Equipment</b><br>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}.)<br>Equip {1}<br><div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                            | <b>Lavaspur Boots</b> ①<br><b>Artifact -- Equipment</b><br>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}.)<br>Equip {1}<br><div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                                  | <b>Lavaspur Boots</b> ①<br><b>Artifact -- Equipment</b><br>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}.)<br>Equip {1}<br><div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                                  |

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| <div>Restless Fortress</div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {W} or {B}.<br/>{2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.<br/>Whenever this land attacks, defending player loses 2 life and you gain 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Restless Reef</div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {U} or {B}.<br/>{2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land.<br/>Whenever this land attacks, target player mills four cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Restless Reef</div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {U} or {B}.<br/>{2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land.<br/>Whenever this land attacks, target player mills four cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Rite of Replication②③④</div> <div>Sorcery</div> <div>Kicker {5} (You may pay an additional {5} as you cast this spell.)<br/>Create a token that's a copy of target creature. If this spell was kicked, create five of those tokens instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                       |

## Rite of Replication ②③③

## Sorcery

Kicker {5} (You may pay an additional {5} as you cast this spell.)  
Create a token that's a copy of target creature. If this spell was kicked, create five of those tokens instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Seachrome Coast

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Seachrome Coast

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Seachrome Coast

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Silent Hallcreeper** (1)(U)

Enchantment Creature -- Horror

This creature can't be blocked.  
Whenever this creature deals combat  
damage to a player, choose one that  
hasn't been chosen --

- \* Put two +1/+1 counters on this creature.
- \* Draw a card.
- \* This creature becomes a copy of another target creature you control.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Silent Hallcreeper** ①④

Enchantment Creature -- Horror

This creature can't be blocked.  
Whenever this creature deals combat  
damage to a player, choose one that  
hasn't been chosen --

- \* Put two +1/+1 counters on this creature.
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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Silent Hallcreeper** ①②

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1/1

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| <div> <b>Skrelv, Defector Mite</b> <span>W</span> </div> <div>           Legendary Artifact Creature -- Phyrexian Mite         </div> <div> <p>Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)</p> <p>Skrelv can't block.</p> <p>{W/P}, {T}: Choose a color. Another target creature you control gains toxic 1 and hexproof from that color until end of turn. It can't be blocked by creatures of that color this turn. ({W/P} can be paid with either {W} or 2 life.)</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Skrelv, Defector Mite</b> <span>W</span> </div> <div>           Legendary Artifact Creature -- Phyrexian Mite         </div> <div> <p>Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)</p> <p>Skrelv can't block.</p> <p>{W/P}, {T}: Choose a color. Another target creature you control gains toxic 1 and hexproof from that color until end of turn. It can't be blocked by creatures of that color this turn. ({W/P} can be paid with either {W} or 2 life.)</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Skrelv, Defector Mite</b> <span>W</span> </div> <div>           Legendary Artifact Creature -- Phyrexian Mite         </div> <div> <p>Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)</p> <p>Skrelv can't block.</p> <p>{W/P}, {T}: Choose a color. Another target creature you control gains toxic 1 and hexproof from that color until end of turn. It can't be blocked by creatures of that color this turn. ({W/P} can be paid with either {W} or 2 life.)</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Swamp</b> </div> <div>           Basic Land -- Swamp         </div> <div> <p>{T}: Add {B}.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                      |
| <div> <b>Swamp</b> </div> <div>           Basic Land -- Swamp         </div> <div> <p>{T}: Add {B}.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                                                   | <div> <b>Three Steps Ahead</b> <span>U</span> </div> <div>           Instant         </div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1}{U} -- Counter target spell.</p> <p>+ {3} -- Create a token that's a copy of target artifact or creature you control.</p> <p>+ {2} -- Draw two cards, then discard a card.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                              | <div> <b>Three Steps Ahead</b> <span>U</span> </div> <div>           Instant         </div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1}{U} -- Counter target spell.</p> <p>+ {3} -- Create a token that's a copy of target artifact or creature you control.</p> <p>+ {2} -- Draw two cards, then discard a card.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                              | <div> <b>Three Steps Ahead</b> <span>U</span> </div> <div>           Instant         </div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1}{U} -- Counter target spell.</p> <p>+ {3} -- Create a token that's a copy of target artifact or creature you control.</p> <p>+ {2} -- Draw two cards, then discard a card.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

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| <b>Unstoppable Slasher</b> (2)(B)<br>Creature -- Zombie Assassin<br><hr/> Deathtouch<br>Whenever this creature deals combat damage to a player, they lose half their life, rounded up.<br>When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.<br><div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Unstoppable Slasher</b> (2)(B)<br>Creature -- Zombie Assassin<br><hr/> Deathtouch<br>Whenever this creature deals combat damage to a player, they lose half their life, rounded up.<br>When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.<br><div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Unstoppable Slasher</b> (2)(B)<br>Creature -- Zombie Assassin<br><hr/> Deathtouch<br>Whenever this creature deals combat damage to a player, they lose half their life, rounded up.<br>When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.<br><div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Unstoppable Slasher</b> (2)(B)<br>Creature -- Zombie Assassin<br><hr/> Deathtouch<br>Whenever this creature deals combat damage to a player, they lose half their life, rounded up.<br>When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.<br><div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <b>Authority of the Consuls</b> (W)<br>Enchantment<br><hr/> Creatures your opponents control enter tapped.<br>Whenever a creature an opponent controls enters, you gain 1 life.<br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                             | <b>Authority of the Consuls</b> (W)<br>Enchantment<br><hr/> Creatures your opponents control enter tapped.<br>Whenever a creature an opponent controls enters, you gain 1 life.<br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                             | <b>Blue Sun's Twilight</b> (X)(U)(U)<br>Sorcery<br><hr/> Gain control of target creature with mana value X or less. If X is 5 or more, create a token that's a copy of that creature.<br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                       | <b>Day of Judgment</b> (2)(W)(W)<br>Sorcery<br><hr/> Destroy all creatures.<br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                 |

Playtest cards - Uncle\_Russ - Standard (Jaffer's Foundations Mosh Pit)

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| <b>Day of Judgment</b> (2)(W)(W)<br><hr/> Sorcery<br><hr/> Destroy all creatures.<br><br>[sideboard] <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                 | <b>Knight of Dusk's Shadow</b> (1)(B)<br><hr/> Creature -- Human Knight<br><hr/> Menace (This creature can't be blocked except by two or more creatures.)<br>Your opponents can't gain life.<br>{1}{B}: 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>Knight of Dusk's Shadow</b> (1)(B)<br><hr/> Creature -- Human Knight<br><hr/> Menace (This creature can't be blocked except by two or more creatures.)<br>Your opponents can't gain life.<br>{1}{B}: 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>Loran of the Third Path</b> (2)(W)<br><hr/> Legendary Creature -- Human Artificer<br><hr/> Vigilance<br>When Loran enters, destroy up to one target artifact or enchantment.<br>{T}: You and target opponent each draw a card.<br><br>[sideboard] <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                         |
| <b>Loran of the Third Path</b> (2)(W)<br><hr/> Legendary Creature -- Human Artificer<br><hr/> Vigilance<br>When Loran enters, destroy up to one target artifact or enchantment.<br>{T}: You and target opponent each draw a card.<br><br>[sideboard] <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Rest in Peace</b> (1)(W)<br><hr/> Enchantment<br><hr/> When this enchantment enters, exile all graveyards.<br>If a card or token would be put into a graveyard from anywhere, exile it instead.<br><br>[sideboard] <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                  | <b>Rest in Peace</b> (1)(W)<br><hr/> Enchantment<br><hr/> When this enchantment enters, exile all graveyards.<br>If a card or token would be put into a graveyard from anywhere, exile it instead.<br><br>[sideboard] <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                  | <b>Swiftfoot Boots</b> (2)<br><hr/> Artifact -- Equipment<br><hr/> Equipped creature has hexproof and haste. (It can't be the target of spells or abilities your opponents control. It can attack and {T} no matter when it came under your control.)<br>Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)<br><br>[sideboard] <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div> <div>Swiftfoot Boots</div> <div>2</div> </div> <div>Artifact -- Equipment</div> <div> <p>Equipped creature has hexproof and haste. (It can't be the target of spells or abilities your opponents control. It can attack and {T} no matter when it came under your control.)</p> <p>Equip {1} ({1}: Attach to target creature you control. Equip 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>White Sun's Twilight</div> <div>XWW</div> </div> <div>Sorcery</div> <div> <p>You gain X life. Create X 1/1 colorless Phyrexian Mite artifact creature tokens with toxic 1 and "This token can't block." If X is 5 or more, destroy all other creatures. (Players dealt combat damage by a creature with toxic 1 also get a poison counter.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>White Sun's Twilight</div> <div>XWW</div> </div> <div>Sorcery</div> <div> <p>You gain X life. Create X 1/1 colorless Phyrexian Mite artifact creature tokens with toxic 1 and "This token can't block." If X is 5 or more, destroy all other creatures. (Players dealt combat damage by a creature with toxic 1 also get a poison counter.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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Playtest cards - Uncle\_Russ - Standard (Jaffer's Foundations Mosh Pit)

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