## Ardyn, the Usurper {5}{B}{B}{B}

Legendary Creature -- Elder Human Noble

Demons you control have menace, lifelink, and haste.
Starscourge -- At the beginning of combat on your turn, exile up to one target creature card from a graveyard. If you exiled a card this way, create a token that's a copy of that card, except it's a 5/5 black Demon.

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Ardyn, the Usurper {5}{B}{B}{B}

Legendary Creature -- Elder Human Noble

Demons you control have menace, lifelink, and haste.
Starscourge -- At the beginning of combat on your turn, exile up to one target creature card from a graveyard. If you exiled a card this way, create a token that's a copy of that card, except it's a 5/5 black Demon.

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Breeding Pool

Land -- Forest Island

({T}: Add {G} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Breeding Pool

Land -- Forest Island

({T}: Add {G} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



## Breeding Pool

Land -- Forest Island

({T}: Add {G} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



## Breeding Pool

Land -- Forest Island

({T}: Add {G} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Bringer of the Last Gift {6}{B}{B}

Creature -- Vampire Demon

Flying
When this creature enters, if you cast it, each player sacrifices all other creatures they control. Then each player returns all creature cards from their graveyard that weren't put there this way to the battlefield.

**6/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Bringer of the Last Gift {6}{B}{B}

Creature -- Vampire Demon

Flying
When this creature enters, if you cast it, each player sacrifices all other creatures they control. Then each player returns all creature cards from their graveyard that weren't put there this way to the battlefield.

**6/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - P5YCHO - Sultai Reanimator (Standard League)** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.

**Bringer of the Last Gift** {6}{B}{B}

Creature -- Vampire Demon

Flying
When this creature enters, if you cast it, each player sacrifices all other creatures they control. Then each player returns all creature cards from their graveyard that weren't put there this way to the battlefield.

**6/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Bringer of the Last Gift** {6}{B}{B}

Creature -- Vampire Demon

Flying
When this creature enters, if you cast it, each player sacrifices all other creatures they control. Then each player returns all creature cards from their graveyard that weren't put there this way to the battlefield.

**6/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Cavern of Souls**

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Cavern of Souls**

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Cavern of Souls**

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Cavern of Souls**

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Commune with Beavers** {G}

Sorcery

Look at the top three cards of your library. You may reveal an artifact, creature, or land card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Commune with Beavers** {G}

Sorcery

Look at the top three cards of your library. You may reveal an artifact, creature, or land card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - P5YCHO - Sultai Reanimator (Standard League)** sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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.

## Dredger's Insight {1}{G}

Enchantment

Whenever one or more artifact and/or creature cards leave your graveyard, you gain 1 life.
When this enchantment enters, mill four cards. You may put an artifact, creature, or land card from among the milled cards into your hand. (To mill four cards, put the top four cards of your library into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Formidable Speaker {2}{G}

Creature -- Elf Druid

When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.
{1}, {T}: Untap another target permanent.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Formidable Speaker {2}{G}

Creature -- Elf Druid

When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.
{1}, {T}: Untap another target permanent.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Formidable Speaker {2}{G}

Creature -- Elf Druid

When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.
{1}, {T}: Untap another target permanent.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Formidable Speaker {2}{G}

Creature -- Elf Druid

When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.
{1}, {T}: Untap another target permanent.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Jadzi, Steward of Fate {2}{U}

Legendary Creature -- Human Wizard

Jadzi enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)
When Jadzi enters, draw two cards, then discard two cards.

2/4

- - - OTHER FACE - - -

## Oracle's Gift {X}{X}{U}

Sorcery

Create X 0/0 green and blue Fractal creature tokens, then put X +1/+1 counters on each Fractal you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - P5YCHO - Sultai Reanimator (Standard League)** sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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.

**Jadzi, Steward of Fate** {2}{U}

Legendary Creature -- Human Wizard

Jadzi enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)
When Jadzi enters, draw two cards, then discard two cards.

2/4

- - - OTHER FACE - - -

**Oracle's Gift** {X}{X}{U}

Sorcery

Create X 0/0 green and blue Fractal creature tokens, then put X +1/+1 counters on each Fractal you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Jadzi, Steward of Fate** {2}{U}

Legendary Creature -- Human Wizard

Jadzi enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)
When Jadzi enters, draw two cards, then discard two cards.

2/4

- - - OTHER FACE - - -

**Oracle's Gift** {X}{X}{U}

Sorcery

Create X 0/0 green and blue Fractal creature tokens, then put X +1/+1 counters on each Fractal you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Kavaero, Mind-Bitten**

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Kavaero, Mind-Bitten**

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Kavaero, Mind-Bitten**

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Kavaero, Mind-Bitten**

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Kiora, the Rising Tide** {2}{U}

Legendary Creature -- Merfolk Noble

When Kiora enters, draw two cards, then discard two cards.
Threshold -- Whenever Kiora attacks, if there are seven or more cards in your graveyard, you may create Scion of the Deep, a legendary 8/8 blue Octopus creature token.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Oblivious Bookworm** {G}{U}

Creature -- Human Wizard

At the beginning of your end step, you may draw a card. If you do, discard a card unless a permanent entered the battlefield face down under your control this turn or you turned a permanent face up this turn.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - P5YCHO - Sultai Reanimator (Standard League)** sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

## Oblivious Bookworm {G}{U}

Creature -- Human Wizard

At the beginning of your end step, you may draw a card. If you do, discard a card unless a permanent entered the battlefield face down under your control this turn or you turned a permanent face up this turn.

**2/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Oblivious Bookworm {G}{U}

Creature -- Human Wizard

At the beginning of your end step, you may draw a card. If you do, discard a card unless a permanent entered the battlefield face down under your control this turn or you turned a permanent face up this turn.

**2/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Oblivious Bookworm {G}{U}

Creature -- Human Wizard

At the beginning of your end step, you may draw a card. If you do, discard a card unless a permanent entered the battlefield face down under your control this turn or you turned a permanent face up this turn.

**2/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Ouroboroid {2}{G}{G}

Creature -- Plant Wurm

At the beginning of combat on your turn, put X +1/+1 counters on each creature you control, where X is this creature's power.

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Ouroboroid {2}{G}{G}

Creature -- Plant Wurm

At the beginning of combat on your turn, put X +1/+1 counters on each creature you control, where X is this creature's power.

**1/3**

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


## 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

## 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


**Playtest cards - P5YCHO - Sultai Reanimator (Standard League)** sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

**Overlord of the Balemurk** 3BB

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** 3BB

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** 3BB

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** 3BB

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

**Rapid Rescue** G

Instant

Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Rapid Rescue** G

Instant

Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Rapid Rescue** G

Instant

Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Rapid Rescue** G

Instant

Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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.

## Starting Town

Land -- Town

This land enters tapped unless it's your first, second, or third turn of the game.
{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Starting Town

Land -- Town

This land enters tapped unless it's your first, second, or third turn of the game.
{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Starting Town

Land -- Town

This land enters tapped unless it's your first, second, or third turn of the game.
{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Starting Town

Land -- Town

This land enters tapped unless it's your first, second, or third turn of the game.
{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Town Greeter {1}{G}

Creature -- Human Citizen

When this creature enters, mill four cards. You may put a land card from among them into your hand. If you put a Town card into your hand this way, you gain 2 life. (To mill four cards, a player puts the top four cards of their library into their graveyard.)

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Town Greeter {1}{G}

Creature -- Human Citizen

When this creature enters, mill four cards. You may put a land card from among them into your hand. If you put a Town card into your hand this way, you gain 2 life. (To mill four cards, a player puts the top four cards of their library into their graveyard.)

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Town Greeter {1}{G}

Creature -- Human Citizen

When this creature enters, mill four cards. You may put a land card from among them into your hand. If you put a Town card into your hand this way, you gain 2 life. (To mill four cards, a player puts the top four cards of their library into their graveyard.)

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Wastewood Verge

Land

{T}: Add {G}.
{T}: Add {B}. Activate only if you control a Swamp or a Forest.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - P5YCHO - Sultai Reanimator (Standard League)** sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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.

## Wastewood Verge

Land

{T}: Add {G}.
{T}: Add {B}. Activate only if you control a Swamp or a Forest.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wastewood Verge

Land

{T}: Add {G}.
{T}: Add {B}. Activate only if you control a Swamp or a Forest.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Watery Grave

Land -- Island Swamp

({T}: Add {U} 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

## Watery Grave

Land -- Island Swamp

({T}: Add {U} 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

## Dauntless Scrapbot (3)

Artifact Creature -- Robot

When this creature enters, exile each opponent's graveyard. Create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")

[sideboard]

**3/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Fateweaver

(card data unavailable)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Fateweaver

(card data unavailable)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Fateweaver

(card data unavailable)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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.

## Ouroboroid (2)(G)(G)

Creature -- Plant Wurm

At the beginning of combat on your turn, put X +1/+1 counters on each creature you control, where X is this creature's power.

[sideboard]

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ouroboroid (2)(G)(G)

Creature -- Plant Wurm

At the beginning of combat on your turn, put X +1/+1 counters on each creature you control, where X is this creature's power.

[sideboard]

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Strategic Betrayal (1)(B)

Sorcery

Target opponent exiles a creature they control and their graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Strategic Betrayal (1)(B)

Sorcery

Target opponent exiles a creature they control and their graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Strategic Betrayal (1)(B)

Sorcery

Target opponent exiles a creature they control and their graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Vicious Rivalry (2)(B)(G)

Sorcery

As an additional cost to cast this spell, pay X life.
Destroy all artifacts and creatures with mana value X or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Vicious Rivalry (2)(B)(G)

Sorcery

As an additional cost to cast this spell, pay X life.
Destroy all artifacts and creatures with mana value X or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - P5YCHO - Sultai Reanimator (Standard League)** sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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.

## Vicious Rivalry (2)(B)(G)

Sorcery

As an additional cost to cast this spell, pay X life.
Destroy all artifacts and creatures with mana value X or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wistfulness (3)(G/U)(G/U)

Creature -- Elemental Incarnation

When this creature enters, if {G}{G} was spent to cast it, exile target artifact or enchantment an opponent controls.
When this creature enters, if {U}{U} was spent to cast it, draw two cards, then discard a card.
Evoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

[sideboard]

**6/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wistfulness (3)(G/U)(G/U)

Creature -- Elemental Incarnation

When this creature enters, if {G}{G} was spent to cast it, exile target artifact or enchantment an opponent controls.
When this creature enters, if {U}{U} was spent to cast it, draw two cards, then discard a card.
Evoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

[sideboard]

**6/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - P5YCHO - Sultai Reanimator (Standard League)** sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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.