## Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.
{T}: Add {W}.
{3}{W}, {T}: Put a +1/+1 counter on each creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.
{T}: Add {W}.
{3}{W}, {T}: Put a +1/+1 counter on each creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Agent Bishop, Man in Black (2)(W)

Legendary Creature -- Human Soldier

At the beginning of combat on your turn, put a +1/+1 counter on each of up to two target creatures.

**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Agent Bishop, Man in Black (2)(W)

Legendary Creature -- Human Soldier

At the beginning of combat on your turn, put a +1/+1 counter on each of up to two target creatures.

**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Bloodletter of Aclazotz (1)(B)(B)(B)

Creature -- Vampire Demon

Flying
If an opponent would lose life during your turn, they lose twice that much life instead. (Damage causes loss of life.)

**2/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Bloodthirsty Conqueror (3)(B)(B)

Creature -- Vampire Knight

Flying, deathtouch
Whenever an opponent loses life, you gain that much life. (Damage causes loss of life.)

**5/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Death in the Family (1)(B)

Instant

Exile target creature with mana value 3 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Instant

Exile target creature with mana value 3 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - Trylon - Standard v3 Group D867EF (Super Shredder, Momentum Breaker) (Fel** sheet 1/9 - 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.

## Dream Beavers (B)

Creature -- Beaver Nightmare

Flying
When this creature enters, each opponent loses 1 life and you gain 1 life. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Dream Beavers (B)

Creature -- Beaver Nightmare

Flying
When this creature enters, each opponent loses 1 life and you gain 1 life. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Foot Headquarters

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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When this land enters, you gain 1 life.
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Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Healer's Hawk (W)

Creature -- Bird

Flying
Lifelink (Damage dealt by this creature also causes you to gain that much life.)

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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Lifelink (Damage dealt by this creature also causes you to gain that much life.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Healer's Hawk {W}

Creature -- Bird

Flying
Lifelink (Damage dealt by this creature also causes you to gain that much life.)

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Karai, Future of the Foot {1}{W}{B}

Legendary Creature -- Human Ninja

Sneak {2}{W}{B} (You may cast this spell for {2}{W}{B} if you also return an unblocked attacker you control to hand during the declare blockers step. She enters tapped and attacking.)
Whenever Karai deals combat damage to a player, return target creature card from your graveyard to your hand. If her sneak cost was paid this turn, instead return that card to the battlefield.

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Karai, Future of the Foot {1}{W}{B}

Legendary Creature -- Human Ninja

Sneak {2}{W}{B} (You may cast this spell for {2}{W}{B} if you also return an unblocked attacker you control to hand during the declare blockers step. She enters tapped and attacking.)
Whenever Karai deals combat damage to a player, return target creature card from your graveyard to your hand. If her sneak cost was paid this turn, instead return that card to the battlefield.

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Leader's Talent {1}{W}

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
Whenever you attack, put a +1/+1 counter on target attacking creature.
{2}{W}: Level 2
Whenever a creature you control leaves the battlefield, if it had a counter on it, you gain 2 life.
{3}{W}: Level 3
Whenever you cast a spell, put a +1/+1 counter on each creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lita, Little Orphan Amphibian {1}{W}

Legendary Creature -- Mutant Ninja Turtle

Alliance -- Whenever another creature you control enters, choose one that hasn't been chosen this turn.
* Put a +1/+1 counter on Lita.
* Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
* Scry 1.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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* Scry 1.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Madame Null, Power Broker** {2}{B}

Legendary Creature -- Demon Advisor

Deathtouch
Whenever another creature you control enters, you may pay life equal to its power. If you do, put that many +1/+1 counters on it.

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Madame Null, Power Broker** {2}{B}

Legendary Creature -- Demon Advisor

Deathtouch
Whenever another creature you control enters, you may pay life equal to its power. If you do, put that many +1/+1 counters on it.

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Make Your Move** {2}{W}

Instant

Destroy target artifact, enchantment, or creature with power 4 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Destroy target artifact, enchantment, or creature with power 4 or greater.

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Destroy target artifact, enchantment, or creature with power 4 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Plains**

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Trylon - Standard v3 Group D867EF (Super Shredder, Momentum Breaker) (Fel** sheet 4/9 - 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.

**Plains**

Basic Land -- Plains

({T}: Add {W}.)

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Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Qarsi Revenant** {1}{B}{B}

Creature -- Vampire

Flying, deathtouch, lifelink
Renew -- {2}{B}, Exile this card from your graveyard: Put a flying counter, a deathtouch counter, and a lifelink counter on target creature. Activate only as a sorcery.

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Trylon - Standard v3 Group D867EF (Super Shredder, Momentum Breaker) (Fel** sheet 5/9 - 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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Squirrelanoids {B}

Creature -- Squirrel Mutant

Deathtouch

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Squirrelanoids {B}

Creature -- Squirrel Mutant

Deathtouch

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



## Squirrelanoids {B}

Creature -- Squirrel Mutant

Deathtouch

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



## Squirrelanoids {B}

Creature -- Squirrel Mutant

Deathtouch

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Super Shredder {1}{B}

Legendary Creature -- Mutant Ninja Human

Menace
Whenever another permanent leaves the battlefield, put a +1/+1 counter on Super Shredder.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## The Ooze (2)

Legendary Artifact

Whenever a creature you control with a +1/+1 counter on it leaves the battlefield, create a Mutagen token for each +1/+1 counter on it. (A Mutagen token is an artifact with "{1}, {T}, Sacrifice this token: Put a +1/+1 counter on target creature. Activate only as a sorcery.")
{T}: Exile target card from a graveyard. Create a Mutagen token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Exile target card from a graveyard. Create a Mutagen token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Concealed Courtyard

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped unless you control two or fewer other lands.
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## Death in the Family 1B

Instant

Exile target creature with mana value 3 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Death in the Family 1B

Instant

Exile target creature with mana value 3 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pain 101 1B

Instant

Until end of turn, target creature gains deathtouch and "When this creature dies, return it to the battlefield tapped under its owner's control."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pain 101 1B

Instant

Until end of turn, target creature gains deathtouch and "When this creature dies, return it to the battlefield tapped under its owner's control."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## South Wind Avatar 3B

Creature -- Snake Spirit Avatar

Deathtouch
Whenever another creature you control dies, you gain life equal to its toughness.
Whenever you gain life, each opponent loses 1 life.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## South Wind Avatar 3B

Creature -- Snake Spirit Avatar

Deathtouch
Whenever another creature you control dies, you gain life equal to its toughness.
Whenever you gain life, each opponent loses 1 life.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Super Shredder 1B

Legendary Creature -- Mutant Ninja Human

Menace
Whenever another permanent leaves the battlefield, put a +1/+1 counter on Super Shredder.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Trylon - Standard v3 Group D867EF (Super Shredder, Momentum Breaker) (Fel** sheet 9/9 - 7 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.