

Accursed Marauder 1B Creature -- Zombie Warrior When this creature enters, each player sacrifices a nontoken creature of their choice. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Accursed Marauder 1B Creature -- Zombie Warrior When this creature enters, each player sacrifices a nontoken creature of their choice. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Augur of Skulls 1B Creature -- Skeleton Wizard {1}{B}: Regenerate this creature. Sacrifice this creature: Target player discards two cards. Activate only during your upkeep. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Azorius Chancery Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {W}{U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Benevolent Bodyguard W Creature -- Human Cleric Sacrifice this creature: Target creature you control gains protection from the color of your choice until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Benevolent Bodyguard W Creature -- Human Cleric Sacrifice this creature: Target creature you control gains protection from the color of your choice until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blessed Hippogriff 3W Creature -- Hippogriff Flying Whenever this creature attacks, target attacking creature without flying gains flying until end of turn. 2/3 Tyr's Blessing W Instant -- Adventure Target creature gains indestructible until end of turn. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Contaminated Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle. Cycling {W}{U}{B} ({W}{U}{B}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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① W

When this creature enters, it
connives. (Draw a card, then discard
a card. If you discarded a nonland
card, put a +1/+1 counter on this
creature.)

2/1

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2/1

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2/1

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① ②

Counter target spell unless its controller pays {2}.
Suspect up to one target creature.
(A suspected creature has menace and can't block.)

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Counter target spell unless its controller pays {2}.
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① W

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever you cast a noncreature spell, this creature gains lifelink until end of turn.

2/2

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① W

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever you cast a noncreature spell, this creature gains lifelink until end of turn.

2/2

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W

Enchant creature
Enchanted creature gets +1/+1 and
has vigilance.
Escape--[W], Exile two other cards
from your graveyard. (You may cast
this card from your graveyard for
its escape cost.)

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Skyward Spider W/U W/U Creature -- Spider Human Hero Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) This creature has flying as long as it's modified. (Equipment, Auras you control, and counters are modifications.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skyward Spider W/U W/U Creature -- Spider Human Hero Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) This creature has flying as long as it's modified. (Equipment, Auras you control, and counters are modifications.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tethmos High Priest 2 W Creature -- Cat Cleric Heroic -- Whenever you cast a spell that targets this creature, return target creature card with mana value 2 or less from your graveyard to the battlefield. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Thriving Isle Land This land enters tapped. As it enters, choose a color other than blue. {T}: Add {U} or one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unstable Experiment Instant Target player draws a card, then up to one target creature you control convives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on that creature.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unstable Experiment Instant Target player draws a card, then up to one target creature you control convives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on that creature.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unstable Experiment Instant Target player draws a card, then up to one target creature you control convives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on that creature.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - MJJM - Pauper (MO ??????#4 (?98????CS) 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.

① ② W

When this creature enters, you gain 4 life.

2/1

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① W

Sacrifice this creature: Destroy target artifact or enchantment. Activate only as a sorcery.

3/1

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Sacrifice this creature: Destroy target artifact or enchantment. Activate only as a sorcery.

3/1

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