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| <div> <div>Abrade</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Instant</div> <div>Choose one --</div> <div>* Abrade deals 3 damage to target creature.</div> <div>* Destroy target artifact.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>               | <div> <div>Arid Mesa</div> </div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Ashiok, Nightmare Muse</div> <div> <div>3</div> <div>U</div> <div>B</div> </div> </div> <div>Legendary Planeswalker -- Ashiok</div> <div>[+1]: Create a 2/3 blue and black Nightmare creature token with "Whenever this token attacks or blocks, each opponent exiles the top two cards of their library."</div> <div>[-3]: Return target nonland permanent to its owner's hand, then that player exiles a card from their hand.</div> <div>[-7]: You may cast up to three spells from among face-up cards your opponents own from exile without paying their mana costs.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Ashling, Rekindled</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Legendary Creature -- Elemental Sorcerer</div> <div>Whenever this creature enters or transforms into Ashling, Rekindled, you may discard a card. If you do, draw a card.</div> <div>At the beginning of your first main phase, you may pay {U}. If you do, transform Ashling.</div> <div>1/3</div> <div>--- BACK FACE ---</div> <div> <div>Ashling, Rimebound</div> </div> <div>Legendary Creature -- Elemental Wizard</div> <div>Whenever this creature transforms into Ashling, Rimebound and at the beginning of your first main phase, add two mana of any one color. Spend this mana only to cast spells with mana value 4 or greater.</div> <div>At the beginning of your first main phase, you may pay {R}. If you do, transform Ashling.</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div> <div>Bitter Triumph</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Blazemire Verge</div> </div> <div>Land</div> <div>{T}: Add {B}.</div> <div>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                    | <div> <div>Blood Crypt</div> </div> <div>Land -- Swamp Mountain</div> <div>{T}: Add {B} or {R}.)</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                | <div> <div>Bloodstained Mire</div> </div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |

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| <div> <b>Boggart Trawler</b> <span>2B</span> </div> <div> Creature -- Goblin </div> <div> When this creature enters, exile target player's graveyard. </div> <div> <div>3/1</div> </div> <div> <div>----- BACK FACE -----</div> </div> <div> <b>Boggart Bog</b> </div> <div> Land </div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Chandra, Awakened Inferno</b> <span>4RR</span> </div> <div> Legendary Planeswalker -- Chandra </div> <div> This spell can't be countered. [ +2 ]: Each opponent gets an emblem with "At the beginning of your upkeep, this emblem deals 1 damage to you." [ -3 ]: Chandra deals 3 damage to each non-Elemental creature. [ -X ]: Chandra deals X damage to target creature or planeswalker. If a permanent dealt damage this way would die this turn, exile it instead. </div> <div> <div>L 6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Chandra, Torch of Defiance</b> <span>2RR</span> </div> <div> Legendary Planeswalker -- Chandra </div> <div> [ +1 ]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent. [ +1 ]: Add {R}{R}. [ -3 ]: Chandra deals 4 damage to target creature. [ -7 ]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target." </div> <div> <div>L 4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Chrome Mox</b> <span>0</span> </div> <div> Artifact </div> <div> Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> |
| <div> <b>Coalition Relic</b> <span>3</span> </div> <div> Artifact </div> <div> { T } : Add one mana of any color. { T } : Put a charge counter on this artifact. At the beginning of your first main phase, remove all charge counters from this artifact. Add one mana of any color for each charge counter removed this way. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                        | <div> <b>Cut Down</b> <span>B</span> </div> <div> Instant </div> <div> Destroy target creature with total power and toughness 5 or less. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                                                                                                                                                                                                                                     | <div> <b>Damnation</b> <span>2BB</span> </div> <div> Sorcery </div> <div> Destroy all creatures. They can't be regenerated. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                                                                                                                                                                                              | <div> <b>Dark Ritual</b> <span>B</span> </div> <div> Instant </div> <div> Add {B}{B}{B}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                        |

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| <b>Daze</b> <span>1</span> <span>U</span><br><hr/> Instant<br><hr/> You may return an Island you control to its owner's hand rather than pay this spell's mana cost. Counter target spell unless its controller pays {1}. | <b>Demonic Tutor</b> <span>1</span> <span>B</span><br><hr/> Sorcery<br><hr/> Search your library for a card, put that card into your hand, then shuffle. | <b>Dimir Signet</b> <span>2</span><br><hr/> Artifact<br><hr/> {1}, {T}: Add {U}{B}.                                                                                                                                                                                            | <b>Dismember</b> <span>1</span> <span>BP</span> <span>BP</span><br><hr/> Instant<br><hr/> ({B/P} can be paid with either {B} or 2 life.)<br>Target creature gets -5/-5 until end of turn.                                                                      |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                     | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                    | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                          | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                          |
| <b>Dragonskull Summit</b><br><hr/> Land<br><hr/> This land enters tapped unless you control a Swamp or a Mountain.<br>{T}: Add {B} or {R}.                                                                                | <b>Drowned Catacomb</b><br><hr/> Land<br><hr/> This land enters tapped unless you control an Island or a Swamp.<br>{T}: Add {U} or {B}.                  | <b>Expressive Iteration</b> <span>U</span> <span>R</span><br><hr/> Sorcery<br><hr/> Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn. | <b>Fatal Push</b> <span>B</span><br><hr/> Instant<br><hr/> Destroy target creature if it has mana value 2 or less.<br>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                     | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                    | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                          | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                          |

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| <div> <div>Fell the Profane</div> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> Destroy target creature or planeswalker. </div> </div> <div> <div>----- BACK FACE -----</div> <div>Fell Mire</div> <div>Land</div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Flooded Strand</div> </div> <div> <div>Land</div> <div> {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                           | <div> <div>Force of Will</div> <div> <div>3</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Fury</div> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div> Double strike<br/> When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.<br/> Evoke--Exile a red card from your hand. </div> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Galvanic Discharge</div> <div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                     | <div> <div>Ghost Vacuum</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> {T}: Exile target card from a graveyard.<br/> {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Gloomlake Verge</div> </div> <div> <div>Land</div> <div> {T}: Add {U}.<br/> {T}: Add {B}. Activate only if you control an Island or a Swamp. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                        | <div> <div>Go for the Throat</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> Destroy target nonartifact creature. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                   |

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| <b>Hall of Storm Giants</b><br>Land<br><p>If you control two or more other lands, this land enters tapped.</p> <p>{T}: Add {U}.</p> <p>{5}{U}: Until end of turn, this land becomes a 7/7 blue Giant creature with ward {3}. It's still a land. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <b>Haunted Ridge</b><br>Land<br><p>This land enters tapped unless you control two or more other lands.</p> <p>{T}: Add {B} or {R}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <b>Improvisation Capstone</b> ⑤③③<br>Sorcery -- Lesson<br><p>Exile cards from the top of your library until you exile cards with total mana value 4 or greater. You may cast any number of spells from among them without paying their mana costs.</p> <p>Paradigm (Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                                                                                                                                                                                                                         | <b>Inquisition of Kozilek</b> ③<br>Sorcery<br><p>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> |
| <b>Interplanar Beacon</b><br>Land<br><p>Whenever you cast a planeswalker spell, you gain 1 life.</p> <p>{T}: Add {C}.</p> <p>{1}, {T}: Add two mana of different colors. Spend this mana only to cast planeswalker spells.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                                                                                                           | <b>Island</b><br>Basic Land -- Island<br><p>( {T}: Add {U}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                                       | <b>Jace, Vryn's Prodigy</b> ①③<br>Legendary Creature -- Human Wizard<br><p>{T}: Draw a card, then discard a card. If there are five or more cards in your graveyard, exile Jace, then return him to the battlefield transformed under his owner's control.</p> <div>0/2</div> <p>--- BACK FACE ---</p> <b>Jace, Telepath Unbound</b><br>Legendary Planeswalker -- Jace<br><p>[+1]: Up to one target creature gets -2/-0 until your next turn.</p> <p>[-3]: You may cast target instant or sorcery card from your graveyard this turn. If that spell would be put into your graveyard, exile it instead.</p> <p>[-9]: You get an emblem with "Whenever you cast a spell, target opponent mills five cards."</p> <div>L 5</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <b>Lightning Bolt</b> ③<br>Instant<br><p>Lightning Bolt deals 3 damage to any target.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                                                           |

Playtest cards - bogalizard - Unknown format (Sword and Sandals Showdown: EMEA)

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 5/13 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Liliana of the Veil 1BB</div><div>Legendary Planeswalker -- Liliana</div><div>[+1]: Each player discards a card.<br/>[-2]: Target player sacrifices a creature.<br/>[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.</div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lórien Revealed 3UU</div><div>Sorcery</div><div>Draw three cards.<br/>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mana Confluence</div><div>Land</div><div>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                               | <div><div>Mana Leak 1U</div><div>Instant</div><div>Counter target spell unless its controller pays {3}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                               |
| <div><div>Marsh Flats</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                     | <div><div>Memory Lapse 1U</div><div>Instant</div><div>Counter target spell. If that spell is countered this way, put it on top of its owner's library instead of into that player's graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                      | <div><div>Mistrise Village</div><div>Land</div><div>This land enters tapped unless you control a Mountain or a Forest.<br/>{T}: Add {U}.<br/>{U}, {T}: The next spell you cast this turn can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Misty Rainforest</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                       | <div>Nicol Bolas, Dragon-God UBBBR</div> <div>Legendary Planeswalker -- Bolas</div> <div>Nicol Bolas has all loyalty abilities of all other planeswalkers on the battlefield.<br/>[+1]: You draw a card. Each opponent exiles a card from their hand or a permanent they control.<br/>[-3]: Destroy target creature or planeswalker.<br/>[-8]: Each opponent who doesn't control a legendary creature or planeswalker loses the game.</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Nicol Bolas, God-Pharaoh 4UBR</div> <div>Legendary Planeswalker -- Bolas</div> <div>[+2]: Target opponent exiles cards from the top of their library until they exile a nonland card. Until end of turn, you may cast that card without paying its mana cost.<br/>[+1]: Each opponent exiles two cards from their hand.<br/>[-4]: Nicol Bolas deals 7 damage to target opponent, creature an opponent controls, or planeswalker an opponent controls.<br/>[-12]: Exile each nonland permanent your opponents control.</div> <div>L 7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Nicol Bolas, the Ravager 1UBR</div> <div>Legendary Creature -- Elder Dragon</div> <div>Flying<br/>When Nicol Bolas enters, each opponent discards a card.<br/>{4}{U}{B}{R}: Exile Nicol Bolas, then return him to the battlefield transformed under his owner's control. Activate only as a sorcery.</div> <div>4/4</div> <div>BACK FACE</div> <div>Nicol Bolas, the Arisen</div> <div>Legendary Planeswalker -- Bolas</div> <div>[+2]: Draw two cards.<br/>[-3]: Nicol Bolas deals 10 damage to target creature or planeswalker.<br/>[-4]: Put target creature or planeswalker card from a graveyard onto the battlefield under your control.<br/>[-12]: Exile all but the bottom card of target player's library.</div> <div>L 7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <div>Oath of Liliana 2B</div> <div>Legendary Enchantment</div> <div>When Oath of Liliana enters, each opponent sacrifices a creature of their choice.<br/>At the beginning of each end step, if a planeswalker entered the battlefield under your control this turn, create a 2/2 black Zombie creature token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Oliphaunt 5R</div> <div>Creature -- Elephant</div> <div>Trample<br/>Whenever this creature attacks, another target creature you control gets +2/+0 and gains trample until end of turn.<br/>Mountaincycling {1} ({1}, Discard this card: Search your library for a Mountain card, reveal it, put it into your hand, then shuffle.)</div> <div>6/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                               | <div>Orcish Bowmasters 1B</div> <div>Creature -- Orc Archer</div> <div>Flash<br/>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                | <div>Overlord of the Balemurk 3BB</div> <div>Enchantment Creature -- Avatar Horror</div> <div>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.)<br/>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.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                           |

Playtest cards - bogalizard - Unknown format (Sword and Sandals Showdown: EMEA)

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| <div>Polluted Delta</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Prismari Command1UR</div> <div>Instant</div> <div>Choose two --<br/>* Prismari Command deals 2 damage to any target.<br/>* Target player draws two cards, then discards two cards.<br/>* Target player creates a Treasure token.<br/>* Destroy target artifact.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Prismatic Vista</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Pyrogoyf3R</div> <div>Creature -- Lhurgoyf</div> <div>Pyrogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1. Whenever this creature or another Lhurgoyf creature you control enters, that creature deals damage equal to its power to any target.</div> <div>*/1+*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                  |
| <div>Rakdos Signet2</div> <div>Artifact</div> <div>{1}, {T}: Add {B}{R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                         | <div>Raucous Theater</div> <div>Land -- Swamp Mountain</div> <div>{T}: Add {B} or {R}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                       | <div>Relic of Sauron4</div> <div>Artifact</div> <div>{T}: Add two mana in any combination of {U}, {B}, and/or {R}. {3}, {T}: Draw two cards, then discard a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>           | <div>Saheeli, Sublime Artificer1URUR</div> <div>Legendary Planeswalker -- Saheeli</div> <div>Whenever you cast a noncreature spell, create a 1/1 colorless Servo artifact creature token. [-2]: Target artifact you control becomes a copy of another target artifact or creature you control until end of turn, except it's an artifact in addition to its other types.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Enchantment

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 . . . . . BACK FACE . . . . .

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Legendary Land

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## Instant

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Creature -- Phyrexian Praetor

4/5

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Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

## Instant

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Land -- Town

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

## Land -- Island Mountain

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

## Stormcarved Coast

Land

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

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## Sulfur Falls

Land

This land enters tapped unless you control an Island or a Mountain.  
{T}: Add {U} or {R}.

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## Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Tablet of Discovery** (2) (R)

Artifact

When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.)  
 {T}: Add {R}.  
 {T}: Add {R}{R}. Spend this mana only to cast instant and sorcery spells.

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## Takenuma, Abandoned Mire

## Legendary Land

{T}: Add {B}.  
Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.

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## Talisman of Dominance ②

Artifact

```
{T}: Add {C}.
{T}: Add {U} or {B}. This artifact
deals 1 damage to you.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Talisman of Indulgence ②

Artifact

```
{T}: Add {C}.
{T}: Add {B} or {R}. This artifact
deals 1 damage to you.
```

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U

Flying  
Whenever Tamiyo attacks, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")  
When you draw your third card in a turn, exile Tamiyo, then return her to the battlefield transformed under her owner's control.

0/3

Legendary Planeswalker -- Tamivo

[+2]: Until your next turn, whenever a creature attacks you or a planeswalker you control, it gets -1/-0 until end of turn.

[3]: Return target instant or sorcery card from your graveyard to your hand. If it's a green card, add one mana of any color.

[ -7]: Draw cards equal to half the number of cards in your library, rounded up. You get an emblem with "You have no

L 2

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## (B) (R)

Destroy target creature. It can't be regenerated.

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U R

Whenever you cast a noncreature spell, create a 1/1 colorless Soldier artifact creature token.

2/1

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**B**

Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
lose 2 life.

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## Land -- Island Mountain

([T]: Add [U] or [R].)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your  
library. You may put it into your  
graveyard.)

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2 B

As an additional cost to cast this spell, pay X life.  
All creatures get -X/-X until end of turn.

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5 B

This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)

6/5

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⑦

When you cast this spell, exile up to one target permanent that's one or more colors.

Whenever you cast a colorless spell, exile up to one target permanent that's one or more colors.

[+2]: You gain 3 life and draw a card.

[0]: Add {C}{C}{C}.

[-11]: Search your library for any number of colorless nonland cards, exile them, then shuffle. Until end of turn, you may cast those cards without paying their mana costs.

L 7

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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 11/13 - 8 cards - 2.5 x 3.5 in each

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|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <b>Ugin, the Ineffable</b> <span>6</span> </div> <div>           Legendary Planeswalker -- Ugin         </div> <div> <p>Colorless spells you cast cost {2} less to cast.</p> <p>[+1]: Exile the top card of your library face down and look at it. Create a 2/2 colorless Spirit creature token. When that token leaves the battlefield, put the exiled card into your hand.</p> <p>[-3]: Destroy target permanent that's one or more colors.</p> </div> <div> <div>L 4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Ugin, the Spirit Dragon</b> <span>8</span> </div> <div>           Legendary Planeswalker -- Ugin         </div> <div> <p>[+2]: Ugin deals 3 damage to any target.</p> <p>[-X]: Exile each permanent with mana value X or less that's one or more colors.</p> <p>[-10]: You gain 7 life, draw seven cards, then put up to seven permanent cards from your hand onto the battlefield.</p> </div> <div> <div>L 7</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | <div> <b>Unable to Scream</b> <span>U</span> </div> <div>           Enchantment -- Aura         </div> <div> <p>Enchant creature</p> <p>Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.</p> <p>As long as enchanted creature is face down, it can't be turned face up.</p> </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Undercity Sewers</b> </div> <div>           Land -- Island Swamp         </div> <div> <p>{T}: Add {U} or {B}.)</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                               |
| <div> <b>Urborg, Tomb of Yawgmoth</b> </div> <div>           Legendary Land         </div> <div> <p>Each land is a Swamp in addition to its other land types.</p> </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                          | <div> <b>Valki, God of Lies</b> <span>1B</span> </div> <div>           Legendary Creature -- God         </div> <div> <p>When Valki enters, each opponent reveals their hand. For each opponent, exile a creature card they revealed this way until Valki leaves the battlefield.</p> <p>{X}: Choose a creature card exiled with Valki with mana value X. Valki becomes a copy of that card.</p> </div> <div> <div>2/1</div> </div> <div>           ----- BACK FACE -----         </div> <div> <b>Tibalt, Cosmic Impostor</b> <span>5BR</span> </div> <div>           Legendary Planeswalker -- Tibalt         </div> <div> <p>As Tibalt enters, you get an emblem with "You may play cards exiled with Tibalt, Cosmic Impostor, and you may spend mana as though it were mana of any color to cast those spells."</p> <p>[+2]: Exile the top card of each player's library.</p> <p>[-3]: Exile target artifact or creature.</p> <p>[-8]: Exile all graveyards. Add {R}{R}{R}.</p> </div> <div> <div>L 5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Verdant Catacombs</b> </div> <div>           Land         </div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</p> </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                            | <div> <b>Vraska, Betrayal's Sting</b> <span>4BRBP</span> </div> <div>           Legendary Planeswalker -- Vraska         </div> <div> <p>Completed ({B/P} can be paid with {B} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)</p> <p>[0]: You draw a card and lose 1 life. Proliferate.</p> <p>[-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.</p> <p>[-9]: If target player has fewer than nine poison counters, they get a number of poison counters equal to the difference.</p> </div> <div> <div>L 6</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

Playtest cards - bogalizard - Unknown format (Sword and Sandals Showdown: EMEA)

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 12/13 - 8 cards - 2.5 x 3.5 in each

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|---------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Wastes</div><div>Basic Land</div><div>{T}: Add {C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Xander's Lounge</div><div>Land -- Island Swamp Mountain</div><div>{T}: Add {U}, {B}, or {R}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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