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| <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              |
| <div><div>Blightstep Pathway</div><div>Land</div><div>{T}: Add {B}.</div><div>----- BACK FACE -----</div><div><div>Searstep Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Blightstep Pathway</div><div>Land</div><div>{T}: Add {B}.</div><div>----- BACK FACE -----</div><div><div>Searstep Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Blightstep Pathway</div><div>Land</div><div>{T}: Add {B}.</div><div>----- BACK FACE -----</div><div><div>Searstep Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Blightstep Pathway</div><div>Land</div><div>{T}: Add {B}.</div><div>----- BACK FACE -----</div><div><div>Searstep Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<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><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<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><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<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><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<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><b>Bloodtithe Harvester</b> (B)(R)</div><div>Creature -- Vampire</div><div>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")<br/>{T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Bloodtithe Harvester</b> (B)(R)</div><div>Creature -- Vampire</div><div>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")<br/>{T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Bloodtithe Harvester</b> (B)(R)</div><div>Creature -- Vampire</div><div>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")<br/>{T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Bloodtithe Harvester</b> (B)(R)</div><div>Creature -- Vampire</div><div>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")<br/>{T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Castle Locthwain

Land

This land enters tapped unless you control a Swamp.

{T}: Add {B}.

{1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand.

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## Cauldron Familiar

**B**

Creature -- Cat

When this creature enters, each opponent loses 1 life and you gain 1 life.

Sacrifice a Food: Return this card from your graveyard to the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

## Claim the Firstborn

®

Sorcery

Gain control of target creature with mana value 3 or less until end of turn. Untap that creature. It gains haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Gain control of target creature with mana value 3 or less until end of turn. Untap that creature. It gains haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Deadly Dispute

① ②

Instant

As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.")

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| <div> <div>Deadly Dispute</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, sacrifice an artifact or creature.</p> <p>Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                     | <div> <div>Deadly Dispute</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, sacrifice an artifact or creature.</p> <p>Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                     | <div> <div>Deadly Dispute</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, sacrifice an artifact or creature.</p> <p>Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                     | <div> <div>Deathcap Glade</div> </div> <div>Land</div> <div> <p>This land enters tapped unless you control two or more other lands.</p> <p>{T}: Add {B} or {G}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                               |
| <div> <div>Fable of the Mirror-Breaker</div> <div> <div>2</div> <div>R</div> </div> </div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.)</p> <p>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."</p> <p>II -- You may discard up to two cards. If you do, draw that many cards.</p> <p>III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Fable of the Mirror-Breaker</div> <div> <div>2</div> <div>R</div> </div> </div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.)</p> <p>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."</p> <p>II -- You may discard up to two cards. If you do, draw that many cards.</p> <p>III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Fable of the Mirror-Breaker</div> <div> <div>2</div> <div>R</div> </div> </div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.)</p> <p>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."</p> <p>II -- You may discard up to two cards. If you do, draw that many cards.</p> <p>III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Fable of the Mirror-Breaker</div> <div> <div>2</div> <div>R</div> </div> </div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.)</p> <p>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."</p> <p>II -- You may discard up to two cards. If you do, draw that many cards.</p> <p>III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Reflection of Kiki-Jiki</div> </div> <div>Enchantment Creature -- Goblin Shaman</div> <div> <p>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                    | <div> <div>Reflection of Kiki-Jiki</div> </div> <div>Enchantment Creature -- Goblin Shaman</div> <div> <p>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                    | <div> <div>Reflection of Kiki-Jiki</div> </div> <div>Enchantment Creature -- Goblin Shaman</div> <div> <p>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                    | <div> <div>Reflection of Kiki-Jiki</div> </div> <div>Enchantment Creature -- Goblin Shaman</div> <div> <p>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                    |

Playtest cards - Minton, Nick - Pioneer (Pioneer LCQ - SCG CON Washington DC - Friday - 2:

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 4/10 - 8 cards - 2.5 x 3.5 in each

**B**

Destroy target creature if it has mana value 2 or less.  
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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under your control this turn.
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**B R**

When Kroxa enters, sacrifice it unless it escaped.  
Whenever Kroxa enters or attacks, each opponent discards a card, then each opponent who didn't discard a nonland card this way loses 3 life.  
Escape--**{B}{B}{R}{R}**, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

6/6

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① R R

Whenever a player sacrifices a permanent, this creature deals 1 damage to any target.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

Whenever a player sacrifices a permanent, this creature deals 1 damage to any target.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Whenever a player sacrifices a permanent, this creature deals 1 damage to any target.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Mayhem Devil</div><div><div>1</div><div>B</div><div>R</div></div></div> <div><div>Creature -- Devil</div><div>Whenever a player sacrifices a permanent, this creature deals 1 damage to any target.</div><div>3/3</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                         | <div><div>Overgrown Tomb</div></div> <div><div>Land -- Swamp Forest</div><div>({T}: Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                        | <div><div>Overgrown Tomb</div></div> <div><div>Land -- Swamp Forest</div><div>({T}: Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                        |
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| <div> <b>Scavenger's Talent</b> <span>Ⓑ</span> </div> <div>           Enchantment -- Class         </div> <div> <p>(Gain the next level as a sorcery to add its ability.)</p> <p>Whenever one or more creatures you control die, create a Food token. This ability triggers only once each turn.</p> <p>{1}{B}: Level 2</p> <p>Whenever you sacrifice a permanent, target player mills two cards.</p> <p>{2}{B}: Level 3</p> <p>At the beginning of your end step, you may sacrifice three other nonland permanents. If you do, return a creature card from your graveyard to the battlefield with a finality counter on it.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Scavenger's Talent</b> <span>Ⓑ</span> </div> <div>           Enchantment -- Class         </div> <div> <p>(Gain the next level as a sorcery to add its ability.)</p> <p>Whenever one or more creatures you control die, create a Food token. This ability triggers only once each turn.</p> <p>{1}{B}: Level 2</p> <p>Whenever you sacrifice a permanent, target player mills two cards.</p> <p>{2}{B}: Level 3</p> <p>At the beginning of your end step, you may sacrifice three other nonland permanents. If you do, return a creature card from your graveyard to the battlefield with a finality counter on it.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Stomping Ground</b> </div> <div>           Land -- Mountain Forest         </div> <div> <p>({T}: Add {R} or {G}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                            | <div> <b>Sulfurous Springs</b> </div> <div>           Land         </div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {B} or {R}. This land deals 1 damage to you.</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>Witch's Oven</b> <span>①</span> </div> <div>           Artifact         </div> <div> <p>{T}, Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.")</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                        | <div> <b>Witch's Oven</b> <span>①</span> </div> <div>           Artifact         </div> <div> <p>{T}, Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.")</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Witch's Oven</b> <span>①</span> </div> <div>           Artifact         </div> <div> <p>{T}, Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.")</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

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| <div> <b>Witch's Oven</b> <span>①</span> </div> <div>Artifact</div> <div> <p>{T}, Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.")</p> </div> <div> <div>6/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                       | <div> <b>Ygra, Eater of All</b> <span>③</span><span>Ⓑ</span><span>Ⓔ</span> </div> <div>Legendary Creature -- Elemental Cat</div> <div> <p>Ward--Sacrifice a Food. Other creatures are Food artifacts in addition to their other types and have "{2}, {T}, Sacrifice this permanent: You gain 3 life." Whenever a Food is put into a graveyard from the battlefield, put two +1/+1 counters on Ygra.</p> </div> <div> <div>6/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Ygra, Eater of All</b> <span>③</span><span>Ⓑ</span><span>Ⓔ</span> </div> <div>Legendary Creature -- Elemental Cat</div> <div> <p>Ward--Sacrifice a Food. Other creatures are Food artifacts in addition to their other types and have "{2}, {T}, Sacrifice this permanent: You gain 3 life." Whenever a Food is put into a graveyard from the battlefield, put two +1/+1 counters on Ygra.</p> </div> <div> <div>6/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Ygra, Eater of All</b> <span>③</span><span>Ⓑ</span><span>Ⓔ</span> </div> <div>Legendary Creature -- Elemental Cat</div> <div> <p>Ward--Sacrifice a Food. Other creatures are Food artifacts in addition to their other types and have "{2}, {T}, Sacrifice this permanent: You gain 3 life." Whenever a Food is put into a graveyard from the battlefield, put two +1/+1 counters on Ygra.</p> </div> <div> <div>6/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Ashiok, Dream Render</b> <span>①</span><span>Ⓤ</span><span>Ⓟ</span><span>Ⓟ</span> </div> <div>Legendary Planeswalker -- Ashiok</div> <div> <p>Spells and abilities your opponents control can't cause their controller to search their library. [-1]: Target player mills four cards. Then exile each opponent's graveyard.</p> <p>[sideboard]</p> </div> <div> <div>L 5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Ashiok, Dream Render</b> <span>①</span><span>Ⓤ</span><span>Ⓟ</span><span>Ⓟ</span> </div> <div>Legendary Planeswalker -- Ashiok</div> <div> <p>Spells and abilities your opponents control can't cause their controller to search their library. [-1]: Target player mills four cards. Then exile each opponent's graveyard.</p> <p>[sideboard]</p> </div> <div> <div>L 5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                             | <div> <b>Damping Sphere</b> <span>②</span> </div> <div>Artifact</div> <div> <p>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</p> <p>[sideboard]</p> </div> <div> <div>L 5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                             | <div> <b>Damping Sphere</b> <span>②</span> </div> <div>Artifact</div> <div> <p>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</p> <p>[sideboard]</p> </div> <div> <div>L 5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                             |

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| <b>Haywire Mite</b> ①<br>Artifact Creature -- Insect<br><hr/> When this creature dies, you gain 2 life.<br>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.<br><br>[sideboard]<br><br><div>1/1</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                 | <b>Haywire Mite</b> ①<br>Artifact Creature -- Insect<br><hr/> When this creature dies, you gain 2 life.<br>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.<br><br>[sideboard]<br><br><div>1/1</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                 | <b>Leyline of the Void</b> ②B B<br>Enchantment<br><hr/> If this card is in your opening hand, you may begin the game with it on the battlefield.<br>If a card would be put into an opponent's graveyard from anywhere, exile it instead.<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                      | <b>Leyline of the Void</b> ②B B<br>Enchantment<br><hr/> If this card is in your opening hand, you may begin the game with it on the battlefield.<br>If a card would be put into an opponent's graveyard from anywhere, exile it instead.<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                      |
| <b>Leyline of the Void</b> ②B B<br>Enchantment<br><hr/> If this card is in your opening hand, you may begin the game with it on the battlefield.<br>If a card would be put into an opponent's graveyard from anywhere, exile it instead.<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Leyline of the Void</b> ②B B<br>Enchantment<br><hr/> If this card is in your opening hand, you may begin the game with it on the battlefield.<br>If a card would be put into an opponent's graveyard from anywhere, exile it instead.<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Ob Nixilis, the Adversary</b> ①B R<br>Legendary Planeswalker -- Nixilis<br><hr/> Casualty X. The copy isn't legendary and has starting loyalty X. (As you cast this spell, you may sacrifice a creature with power X. When you do, copy this spell. The copy becomes a token.)<br>[+1]: Each opponent loses 2 life unless they discard a card. If you control a Demon or Devil, you gain 2 life.<br>[-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target."<br>[-7]: Target player draws seven cards and loses 7 life.<br><br>[sideboard]<br><br><div>L 3</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Ob Nixilis, the Adversary</b> ①B R<br>Legendary Planeswalker -- Nixilis<br><hr/> Casualty X. The copy isn't legendary and has starting loyalty X. (As you cast this spell, you may sacrifice a creature with power X. When you do, copy this spell. The copy becomes a token.)<br>[+1]: Each opponent loses 2 life unless they discard a card. If you control a Demon or Devil, you gain 2 life.<br>[-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target."<br>[-7]: Target player draws seven cards and loses 7 life.<br><br>[sideboard]<br><br><div>L 3</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

Playtest cards - Minton, Nick - Pioneer (Pioneer LCQ - SCG CON Washington DC - Friday - 2:

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 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Thoughtseize</div><div>B</div><div>Sorcery</div><div>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card. You<br/>lose 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thoughtseize</div><div>B</div><div>Sorcery</div><div>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card. You<br/>lose 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thoughtseize</div><div>B</div><div>Sorcery</div><div>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card. You<br/>lose 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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