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| <b>Abyssal Harvester</b> (1)(B)(B)<br>Creature -- Demon Warlock<br>{T}: Exile target creature card from a graveyard that was put there this turn. Create a token that's a copy of it, except it's a Nightmare in addition to its other types. Then exile all other Nightmare tokens you control.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                  | <b>Clinquant Skymage</b> (3)(U)<br>Creature -- Bird Wizard<br>Flying<br>Whenever you draw a card, put a +1/+1 counter on this creature.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                           | <b>Consuming Aberration</b> (3)(U)(B)<br>Creature -- Horror<br>Consuming Aberration's power and toughness are each equal to the number of cards in your opponents' graveyards.<br>Whenever you cast a spell, each opponent reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.<br><div>*/*</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Erudite Wizard</b> (2)(U)<br>Creature -- Human Wizard<br>Whenever you draw your second card each turn, put a +1/+1 counter on this creature.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                   |
| <b>Fake Your Own Death</b> (1)(B)<br>Instant<br>Until end of turn, target creature gets +2/+0 and gains "When this creature dies, return it to the battlefield tapped under its owner's control and you create a Treasure token." (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")<br><div>5/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fake Your Own Death</b> (1)(B)<br>Instant<br>Until end of turn, target creature gets +2/+0 and gains "When this creature dies, return it to the battlefield tapped under its owner's control and you create a Treasure token." (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Grappling Kraken</b> (4)(U)(U)<br>Creature -- Kraken<br>Landfall -- Whenever a land you control enters, tap target creature an opponent controls and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)<br><div>5/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                         | <b>Gutless Plunderer</b> (2)(B)<br>Creature -- Skeleton Pirate<br>Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)<br>Raid -- When this creature enters, if you attacked this turn, look at the top three cards of your library. You may put one of those cards back on top of your library. Put the rest into your graveyard.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

1 B

{1}, Sacrifice another creature: Put a +1/+1 counter on this creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤

Flying  
When this creature enters, draw a card, then discard a card.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④⑤

Flying  
When this creature enters, draw a card, then discard a card.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Enchant creature, land, or planeswalker  
Enchanted permanent is a colorless land with "{T}: Add {C}" and loses all other card types and abilities.

botbox.dev

2 B

When this creature dies, if it wasn't a Demon, return it to the battlefield under its owner's control with two +1/+1 counters on it. It's a Demon in addition to its other types.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

When this creature dies, create a 1/1 black and green Insect creature token with flying.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                            | <div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                  |
| <div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Midnight Snack</div> <div>Enchantment</div> <div>Raid -- At the beginning of your end step, if you attacked this turn, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") {2}{B}, Sacrifice this enchantment: Target opponent loses X life, where X is the amount of life you gained this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mocking Sprite</div> <div>Creature -- Faerie Rogue</div> <div>Flying<br/>Instant and sorcery spells you cast cost {1} less to cast.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div>Run Away Together</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>Choose two target creatures controlled by different players. Return those creatures to their owners' hands.</div> </div> <div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sanguine Syphoner</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Vampire Warlock</div> <div>Whenever this creature attacks, each opponent loses 1 life and you gain 1 life.</div> </div> <div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sanguine Syphoner</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Vampire Warlock</div> <div>Whenever this creature attacks, each opponent loses 1 life and you gain 1 life.</div> </div> <div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sire of Seven Deaths</div> <div> <div>7</div> </div> </div> <div> <div>Creature -- Eldrazi</div> <div>Reach, first strike<br/>Vigilance, menace<br/>Trample, lifelink<br/>Ward--Pay 7 life.</div> </div> <div> <div>7/7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Spectral Sailor</div> <div> <div>U</div> </div> </div> <div> <div>Creature -- Spirit Pirate</div> <div>Flash (You may cast this spell any time you could cast an instant.)<br/>Flying<br/>{3}{U}: Draw a card.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>  | <div> <div>Swamp</div> </div> <div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                        | <div> <div>Swamp</div> </div> <div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                        | <div> <div>Swamp</div> </div> <div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                            |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                    | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                          | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                          |
| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Vampire Gourmand</div> <div>1B</div> <div>Creature -- Vampire</div> <div>Whenever this creature attacks, you may sacrifice another creature. If you do, draw a card and this creature can't be blocked this turn.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Witness Protection</div> <div>U</div> <div>Enchantment -- Aura</div> <div>Enchant creature<br/>Enchanted creature loses all abilities and is a green and white Citizen creature with base power and toughness 1/1 named Legitimate Businessperson. (It loses all other colors, card types, creature types, and names.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Witness Protection</div> <div>U</div> <div>Enchantment -- Aura</div> <div>Enchant creature<br/>Enchanted creature loses all abilities and is a green and white Citizen creature with base power and toughness 1/1 named Legitimate Businessperson. (It loses all other colors, card types, creature types, and names.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

Aegis Turtle

U

Creature -- Turtle

[sideboard]

0/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Aegis Turtle

U

Creature -- Turtle

[sideboard]

0/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Affectionate Indrik

56

Creature -- Beast

When this creature enters, you may have it fight target creature you don't control. (Each deals damage equal to its power to the other.)

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Apothecary Stomper

466

Creature -- Elephant

Vigilance (Attacking doesn't cause this creature to tap.)  
When this creature enters, choose one --  
\* Put two +1/+1 counters on target creature you control.  
\* You gain 4 life.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Axgard Cavalry

1R

Creature -- Dwarf Berserker

{T}: Target creature gains haste until end of turn. (It can attack and {T} this turn.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Axgard Cavalry

1R

Creature -- Dwarf Berserker

{T}: Target creature gains haste until end of turn. (It can attack and {T} this turn.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Battlesong Berserker

3R

Creature -- Human Berserker

Whenever you attack, target creature you control gets +1/+0 and gains menace until end of turn. (It can't be blocked except by two or more creatures.)

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Beast-Kin Ranger

26

Creature -- Elf Ranger

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)  
Whenever another creature you control enters, this creature gets +1/+0 until end of turn.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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| <div> <b>Billowing Shriekmass</b> <span>(3)(B)</span> </div> <div>           Creature -- Spirit         </div> <div>           Flying<br/>           When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.)<br/>           Threshold -- This creature gets +2/+1 as long as there are seven or more cards in your graveyard.         </div> <div>           [sideboard]         </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Broken Wings</b> <span>(2)(G)</span> </div> <div>           Instant         </div> <div>           Destroy target artifact, enchantment, or creature with flying.         </div> <div>           [sideboard]         </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                | <div> <b>Cathar Commando</b> <span>(1)(W)</span> </div> <div>           Creature -- Human Soldier         </div> <div>           Flash<br/>           {1}, Sacrifice this creature: Destroy target artifact or enchantment.         </div> <div>           [sideboard]         </div> <div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Dazzling Angel</b> <span>(2)(W)</span> </div> <div>           Creature -- Angel         </div> <div>           Flying<br/>           Whenever another creature you control enters, you gain 1 life.         </div> <div>           [sideboard]         </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                    |
| <div> <b>Dazzling Angel</b> <span>(2)(W)</span> </div> <div>           Creature -- Angel         </div> <div>           Flying<br/>           Whenever another creature you control enters, you gain 1 life.         </div> <div>           [sideboard]         </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                      | <div> <b>Divine Resilience</b> <span>(W)</span> </div> <div>           Instant         </div> <div>           Kicker {2}{W} (You may pay an additional {2}{W} as you cast this spell.)<br/>           Target creature you control gains indestructible until end of turn. If this spell was kicked, instead any number of target creatures you control gain indestructible until end of turn. (Damage and effects that say "destroy" don't destroy them.)         </div> <div>           [sideboard]         </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Dragon Trainer</b> <span>(3)(R)(R)</span> </div> <div>           Creature -- Human         </div> <div>           When this creature enters, create a 4/4 red Dragon creature token with flying.         </div> <div>           [sideboard]         </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                   | <div> <b>Elfsword Giant</b> <span>(3)(G)(G)</span> </div> <div>           Creature -- Giant         </div> <div>           Reach (This creature can block creatures with flying.)<br/>           Landfall -- Whenever a land you control enters, create a 1/1 green Elf Warrior creature token.         </div> <div>           [sideboard]         </div> <div> <div>5/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

Playtest cards - cone3357 - Limited (UOL FDN Sealed League)

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 7/13 - 8 cards - 2.5 x 3.5 in each

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| <b>Elvish Regrower</b> (2)(G)(G)<br>Creature -- Elf Druid<br>When this creature enters, return target permanent card from your graveyard to your hand.<br>[sideboard]<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Etali, Primal Storm</b> (4)(R)(R)<br>Legendary Creature -- Elder Dinosaur<br>Whenever Etali attacks, exile the top card of each player's library, then you may cast any number of spells from among those cards without paying their mana costs.<br>[sideboard]<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fanatical Firebrand</b> (R)<br>Creature -- Goblin Pirate<br>Haste (This creature can attack and {T} as soon as it comes under your control.)<br>{T}, Sacrifice this creature: It deals 1 damage to any target.<br>[sideboard]<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Felidar Savior</b> (3)(W)<br>Creature -- Cat Beast<br>Lifelink (Damage dealt by this creature also causes you to gain that much life.)<br>When this creature enters, put a +1/+1 counter on each of up to two other target creatures you control.<br>[sideboard]<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Firebrand Archer</b> (1)(R)<br>Creature -- Human Archer<br>Whenever you cast a noncreature spell, this creature deals 1 damage to each opponent.<br>[sideboard]<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev    | <b>Firebrand Archer</b> (1)(R)<br>Creature -- Human Archer<br>Whenever you cast a noncreature spell, this creature deals 1 damage to each opponent.<br>[sideboard]<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                 | <b>Fleeting Distraction</b> (U)<br>Instant<br>Target creature gets -1/-0 until end of turn.<br>Draw a card.<br>[sideboard]<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                          | <b>Frenzied Goblin</b> (R)<br>Creature -- Goblin Berserker<br>Whenever this creature attacks, you may pay {R}. If you do, target creature can't block this turn.<br>[sideboard]<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                     |

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| <b>Garruk's Uprising</b> (2)(G)<br>Enchantment<br>When this enchantment enters, if you control a creature with power 4 or greater, draw a card.<br>Creatures you control have trample. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)<br>Whenever a creature you control with power 4 or greater enters, draw a card.<br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Giant Growth</b> (G)<br>Instant<br>Target creature gets +3/+3 until end of turn.<br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                      | <b>Gleaming Barrier</b> (2)<br>Artifact Creature -- Wall<br>Defender<br>When this creature dies, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)<br>[sideboard] <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Gnarlid Colony</b> (1)(G)<br>Creature -- Beast<br>Kicker {2}{G} (You may pay an additional {2}{G} as you cast this spell.)<br>If this creature was kicked, it enters with two +1/+1 counters on it.<br>Each creature you control with a +1/+1 counter on it has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.)<br>[sideboard] <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Gorehorn Raider</b> (4)(R)<br>Creature -- Minotaur Pirate<br>Raid -- When this creature enters, if you attacked this turn, this creature deals 2 damage to any target.<br>[sideboard] <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                     | <b>Grow from the Ashes</b> (2)(G)<br>Sorcery<br>Kicker {2} (You may pay an additional {2} as you cast this spell.)<br>Search your library for a basic land card, put it onto the battlefield, then shuffle. If this spell was kicked, instead search your library for two basic land cards, put them onto the battlefield, then shuffle.<br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Healer's Hawk</b> (W)<br>Creature -- Bird<br>Flying<br>Lifelink (Damage dealt by this creature also causes you to gain that much life.)<br>[sideboard] <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                | <b>Helpful Hunter</b> (1)(W)<br>Creature -- Cat<br>When this creature enters, draw a card.<br>[sideboard] <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                   |

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| <b>Heraldic Banner</b> (3)<br>Artifact<br>As this artifact enters, choose a color.<br>Creatures you control of the chosen color get +1/+0.<br>{T}: Add one mana of the chosen color.<br><br>[sideboard] <div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                       | <b>Herald of Eternal Dawn</b> (4)(W)(W)(W)<br>Creature -- Angel<br>Flash (You may cast this spell any time you could cast an instant.)<br>Flying<br>You can't lose the game and your opponents can't win the game.<br><br>[sideboard] <div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                         | <b>Inspiring Call</b> (2)(G)<br>Instant<br>Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn. (Damage and effects that say "destroy" don't destroy them.)<br><br>[sideboard] <div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                   | <b>Inspiring Paladin</b> (2)(W)<br>Creature -- Human Knight<br>During your turn, this creature has first strike. (It deals combat damage before creatures without first strike.)<br>During your turn, creatures you control with +1/+1 counters on them have first strike.<br><br>[sideboard] <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Inspiring Paladin</b> (2)(W)<br>Creature -- Human Knight<br>During your turn, this creature has first strike. (It deals combat damage before creatures without first strike.)<br>During your turn, creatures you control with +1/+1 counters on them have first strike.<br><br>[sideboard] <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Inspiring Paladin</b> (2)(W)<br>Creature -- Human Knight<br>During your turn, this creature has first strike. (It deals combat damage before creatures without first strike.)<br>During your turn, creatures you control with +1/+1 counters on them have first strike.<br><br>[sideboard] <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Involuntary Employment</b> (3)(R)<br>Sorcery<br>Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")<br><br>[sideboard] <div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Island</b><br>Basic Land -- Island<br>({T}: Add {U}.)<br><br>[sideboard] <div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                   |



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| <div> <b>Perforating Artist</b> <span>1B R</span> </div> <div>Creature -- Devil</div> <div> <p>Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)</p> <p>Raid -- At the beginning of your end step, if you attacked this turn, each opponent loses 3 life unless that player sacrifices a nonland permanent of their choice or discards a card.</p> <p>[sideboard]</p> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Phyrexian Arena</b> <span>1B B</span> </div> <div>Enchantment</div> <div> <p>At the beginning of your upkeep, you draw a card and you lose 1 life.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                 | <div> <b>Rune-Scarred Demon</b> <span>5B B</span> </div> <div>Creature -- Demon</div> <div> <p>Flying</p> <p>When this creature enters, search your library for a card, put it into your hand, then shuffle.</p> <p>[sideboard]</p> </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Sanguine Syphoner</b> <span>1B</span> </div> <div>Creature -- Vampire Warlock</div> <div> <p>Whenever this creature attacks, each opponent loses 1 life and you gain 1 life.</p> <p>[sideboard]</p> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                 |
| <div> <b>Seismic Rupture</b> <span>2R</span> </div> <div>Sorcery</div> <div> <p>Seismic Rupture deals 2 damage to each creature without flying.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                     | <div> <b>Spitfire Lagac</b> <span>3R</span> </div> <div>Creature -- Lizard</div> <div> <p>Landfall -- Whenever a land you control enters, this creature deals 1 damage to each opponent.</p> <p>[sideboard]</p> </div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Swamp</b> </div> <div>Basic Land -- Swamp</div> <div> <p>([T]: Add [B].)</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                               | <div> <b>Tatyova, Benthic Druid</b> <span>3G U</span> </div> <div>Legendary Creature -- Merfolk Druid</div> <div> <p>Landfall -- Whenever a land you control enters, you gain 1 life and draw a card.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

Playtest cards - cone3357 - Limited (UOL FDN Sealed League)

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> <b>Think Twice</b> <div> <div>1</div> <div>U</div> </div> </div> <div> Instant </div> <div> <p>Draw a card.</p> <p>Flashback {2}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Thornwood Falls</b> </div> <div> Land </div> <div> <p>This land enters tapped.</p> <p>When this land enters, you gain 1 life.</p> <p>{T}: Add {G} or {U}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Vampire Soulcaller</b> <div> <div>4</div> <div>B</div> </div> </div> <div> Creature -- Vampire Warlock </div> <div> <p>Flying</p> <p>This creature can't block.</p> <p>When this creature enters, return target creature card from your graveyard to your hand.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> <div> <div>3/2</div> </div> </div> | <div> <div> <b>Wind-Scarred Crag</b> </div> <div> Land </div> <div> <p>This land enters tapped.</p> <p>When this land enters, you gain 1 life.</p> <p>{T}: Add {R} or {W}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
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