

Banishing Light

② ② W

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bigfin Bouncer

③ ④

Creature -- Shark Pirate

When this creature enters, return target creature an opponent controls to its owner's hand.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burnished Hart

③

Artifact Creature -- Elk

{3}, Sacrifice this creature: Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cephalid Inkimage

②③

Creature -- Octopus Wizard

When this creature enters, surveil 3. (Look at the top three cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)

Threshold -- This creature can't be blocked as long as there are seven or more cards in your graveyard.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

Elementalist Adept

① ②

Creature -- Human Wizard

Flash (You may cast this spell any time you could cast an instant.)
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Evolving Wilds

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Felidar Savior

③ ④ W

Creature -- Cat Beast

Lifelink (Damage dealt by this creature also causes you to gain that much life.)
When this creature enters, put a +1/+1 counter on each of up to two other target creatures you control.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Felidar Savior

③ ④ W

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2/3

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Playtest cards - Balsamic - 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;

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sheet 1/12 - 8 cards - 2.5 x 3.5 in each

Felidar Savior 3 W Creature -- Cat Beast Lifelink (Damage dealt by this creature also causes you to gain that much life.) When this creature enters, put a +1/+1 counter on each of up to two other target creatures you control. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Felidar Savior 3 W Creature -- Cat Beast Lifelink (Damage dealt by this creature also causes you to gain that much life.) When this creature enters, put a +1/+1 counter on each of up to two other target creatures you control. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fleeting Flight W Instant Put a +1/+1 counter on target creature. It gains flying until end of turn. Prevent all combat damage that would be dealt to it this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Healer's Hawk W Creature -- Bird Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
High Fae Trickster 3 U Creature -- Faerie Wizard Flash (You may cast this spell any time you could cast an instant.) Flying You may cast spells as though they had flash. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 2/12 - 8 cards - 2.5 x 3.5 in each

Island

Basic Land -- Island

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

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

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Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②⑤

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

Creature -- Dog

Flash (You may cast this spell any time you could cast an instant.) When this creature enters, return up to one other target permanent you control to its owner's hand.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prideful Parent 2W Creature -- Cat Vigilance (Attacking doesn't cause this creature to tap.) When this creature enters, create a 1/1 white Cat creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Run Away Together 1 U Instant Choose two target creatures controlled by different players. Return those creatures to their owners' hands. 0/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rune-Sealed Wall 2 U Artifact Creature -- Wall Defender {T}: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 0/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serra Angel 3 W W Creature -- Angel Flying Vigilance (Attacking doesn't cause this creature to tap.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skyship Buccaneer 3 U U Creature -- Human Pirate Flying Raid -- When this creature enters, if you attacked this turn, draw a card. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Squad Rallier 3 W Creature -- Human Scout {2}{W}: Look at the top four cards of your library. You may reveal a creature card with power 2 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sun-Blessed Healer 1 W Creature -- Human Cleric Kicker {1}{W} (You may pay an additional {1}{W} as you cast this spell.) Lifelink (Damage dealt by this creature also causes you to gain that much life.) When this creature enters, if it was kicked, return target nonland permanent card with mana value 2 or less from your graveyard to the battlefield. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Think Twice 1 U Instant Draw a card. Flashback {2}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Witness Protection U Enchantment -- Aura Enchant creature 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

[sidebar]

0/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G G

* You gain 4 life.

[sidebar]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 B B

When this creature enters, each opponent discards a card and loses 2 life. You draw a card and gain 2 life.

[sidebar]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 B B

When this creature enters, each opponent discards a card and loses 2 life. You draw a card and gain 2 life.

[sideboard]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

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

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

Enchant creature
Enchanted creature gets +1/+1 for
each Forest you control.

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R R

Haste (This creature can attack and {T} as soon as it comes under your control.)

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[sidebar]
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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② B

When this creature enters, each opponent discards a card.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 6/12 - 8 cards - 2.5 x 3.5 in each

Courageous Goblin 1 R Creature -- Goblin Whenever this creature attacks while you control a creature with power 4 or greater, this creature gets +1/+0 and gains menace until end of turn. (It can't be blocked except by two or more creatures.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Courageous Goblin 1 R Creature -- Goblin Whenever this creature attacks while you control a creature with power 4 or greater, this creature gets +1/+0 and gains menace until end of turn. (It can't be blocked except by two or more creatures.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crystal Barricade 1 W Artifact Creature -- Wall Defender (This creature can't attack.) You have hexproof. (You can't be the target of spells or abilities your opponents control.) Prevent all noncombat damage that would be dealt to other creatures you control. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Divine Resilience W Instant Kicker {2}{W} (You may pay an additional {2}{W} as you cast this spell.) 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Drakuseth, Maw of Flames 4 R R R Legendary Creature -- Dragon Flying Whenever Drakuseth attacks, it deals 4 damage to any target and 3 damage to each of up to two other targets. [sideboard] 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drakuseth, Maw of Flames 4 R R R Legendary Creature -- Dragon Flying Whenever Drakuseth attacks, it deals 4 damage to any target and 3 damage to each of up to two other targets. [sideboard] 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dwynen's Elite 1 G Creature -- Elf Warrior When this creature enters, if you control another Elf, create a 1/1 green Elf Warrior creature token. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fanatical Firebrand R Creature -- Goblin Pirate Haste (This creature can attack and {T} as soon as it comes under your control.) {T}, Sacrifice this creature: It deals 1 damage to any target. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Frenzied Goblin (R) Creature -- Goblin Berserker Whenever this creature attacks, you may pay {R}. If you do, target creature can't block this turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Giant Growth (G) Instant Target creature gets +3/+3 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Giant Growth (G) Instant Target creature gets +3/+3 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gleaming Barrier (2) Artifact Creature -- Wall Defender When this creature dies, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Gleaming Barrier (2) Artifact Creature -- Wall Defender When this creature dies, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Surprise (2)(R) Instant Choose one -- * Creatures you control get +2/+0 until end of turn. * Create two 1/1 red Goblin creature tokens. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Good-Fortune Unicorn (1)(G)(W) Creature -- Unicorn Whenever another creature you control enters, put a +1/+1 counter on that creature. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Good-Fortune Unicorn (1)(G)(W) Creature -- Unicorn Whenever another creature you control enters, put a +1/+1 counter on that creature. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Good-Fortune Unicorn 1GW Creature -- Unicorn Whenever another creature you control enters, put a +1/+1 counter on that creature. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hungry Ghoul 1B Creature -- Zombie {1}, Sacrifice another creature: Put a +1/+1 counter on this creature. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inspiring Call 2G Instant 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jungle Hollow Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {G}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Jungle Hollow Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {G}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves G Creature -- Elf Druid {T}: Add {G}. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Macabre Waltz 1B Sorcery Return up to two target creature cards from your graveyard to your hand, then discard a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Macabre Waltz 1B Sorcery Return up to two target creature cards from your graveyard to your hand, then discard a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 9/12 - 8 cards - 2.5 x 3.5 in each

Marauding Blight-Priest (2)(B) Creature -- Vampire Cleric Whenever you gain life, each opponent loses 1 life. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Meteor Golem (7) Artifact Creature -- Golem When this creature enters, destroy target nonland permanent an opponent controls. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mocking Sprite (2)(U) Creature -- Faerie Rogue Flying Instant and sorcery spells you cast cost {1} less to cast. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Omniscience (7)(U)(U)(U) Enchantment You may cast spells from your hand without paying their mana costs. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Overrun (2)(G)(G)(G) Sorcery Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Perforating Artist (1)(B)(R) Creature -- Devil Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) 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. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pilfer (1)(B) Sorcery Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Run Away Together (1)(U) Instant Choose two target creatures controlled by different players. Return those creatures to their owners' hands. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Shivan Dragon (4)(R)(R) Creature -- Dragon Flying {R}: This creature gets +1/+0 until end of turn. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sower of Chaos (3)(R) Creature -- Devil {2}{R}: Target creature can't block this turn. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sower of Chaos (3)(R) Creature -- Devil {2}{R}: Target creature can't block this turn. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spitfire Lagac (3)(R) Creature -- Lizard Landfall -- Whenever a land you control enters, this creature deals 1 damage to each opponent. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Spitfire Lagac (3)(R) Creature -- Lizard Landfall -- Whenever a land you control enters, this creature deals 1 damage to each opponent. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stab (B) Instant Target creature gets -2/-2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stab (B) Instant Target creature gets -2/-2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sure Strike (1)(R) Instant Target creature gets +3/+0 and gains first strike until end of turn. (It deals combat damage before creatures without first strike.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 11/12 - 8 cards - 2.5 x 3.5 in each

Swiftwater Cliffs Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {U} or {R}. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tinybones, Bauble Burglar 1B Legendary Creature -- Skeleton Rogue Whenever an opponent discards a card, exile it from their graveyard with a stash counter on it. During your turn, you may play cards you don't own with stash counters on them from exile, and mana of any type can be spent to cast those spells. {3}{B}, {T}: Each opponent discards a card. Activate only as a sorcery. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Treetop Snarespinner 3G Creature -- Spider Reach (This creature can block creatures with flying.) Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) {2}{G}: Put a +1/+1 counter on target creature you control. Activate only as a sorcery. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vampire Gourmand 1B Creature -- Vampire Whenever this creature attacks, you may sacrifice another creature. If you do, draw a card and this creature can't be blocked this turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Wardens of the Cycle 1BGG Creature -- Elf Warlock Morbid -- At the beginning of your end step, if a creature died this turn, choose one -- * You gain 2 life. * You draw a card and you lose 1 life. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wary Thespian 1G Creature -- Cat Druid When this creature enters or dies, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wary Thespian 1G Creature -- Cat Druid When this creature enters or dies, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	