

Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Chimil, the Inner Sun ⑥ Legendary Artifact Spells you control can't be countered. At the beginning of your end step, discover 5. (Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}.	Creative Technique (4)(R) Sorcery Demonstrate (When you cast this spell, you may copy it. If you do, choose an opponent to also copy it.) Shuffle your library, then reveal cards from the top of it until you reveal a nonland card. Exile that card and put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.	Creative Technique (4)(R) Sorcery Demonstrate (When you cast this spell, you may copy it. If you do, choose an opponent to also copy it.) Shuffle your library, then reveal cards from the top of it until you reveal a nonland card. Exile that card and put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.	Creative Technique (4)(R) Sorcery Demonstrate (When you cast this spell, you may copy it. If you do, choose an opponent to also copy it.) Shuffle your library, then reveal cards from the top of it until you reveal a nonland card. Exile that card and put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.
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Playtest cards - Takahira, Braian - Legacy (Emanu Legacy)

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 2/10 - 8 cards - 2.5 x 3.5 in each

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sheet 3/10 - 8 cards - 2.5 x 3.5 in each

Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Keruga, the Macrosage 36/06/0 Legendary Creature -- Dinosaur Hippo Companion -- Your starting deck contains only cards with mana value 3 or greater and land cards. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) When Keruga enters, draw a card for each other permanent you control with mana value 3 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Maelstrom Wanderer 5GUR Legendary Creature -- Elemental Creatures you control have haste. Cascade, cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order. Then do it again.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Maelstrom Wanderer 5GUR Legendary Creature -- Elemental Creatures you control have haste. Cascade, cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order. Then do it again.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	One with the Multiverse 6UU Enchantment You may look at the top card of your library any time. You may play lands and cast spells from the top of your library. Once during each of your turns, you may cast a spell from your hand or the top of your library without paying its mana cost. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	One with the Multiverse 6UU Enchantment You may look at the top card of your library any time. You may play lands and cast spells from the top of your library. Once during each of your turns, you may cast a spell from your hand or the top of your library without paying its mana cost. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sakashima's Protege (4)(U)(U) Creature -- Shapeshifter Flash Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) You may have this creature enter as a copy of any permanent that entered this turn. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sakashima's Protege (4)(U)(U) Creature -- Shapeshifter Flash Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) You may have this creature enter as a copy of any permanent that entered this turn. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sakashima's Protege (4)(U)(U) Creature -- Shapeshifter Flash Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) You may have this creature enter as a copy of any permanent that entered this turn. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sakashima's Protege (4)(U)(U) Creature -- Shapeshifter Flash Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) You may have this creature enter as a copy of any permanent that entered this turn. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sandstone Needle Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {R}{R}. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sandstone Needle Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {R}{R}. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sandstone Needle Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {R}{R}. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sandstone Needle Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {R}{R}. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Saprazzan Skerry Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {U}{U}. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Saprazzan Skerry Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {U}{U}. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Saprazzan Skerry Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {U}{U}. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Saprazzan Skerry Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {U}{U}. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Show and Tell 2 U Sorcery Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Show and Tell 2 U Sorcery Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Show and Tell 2 U Sorcery Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Show and Tell 2 U Sorcery Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Thundering Falls 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tropical Island Land -- Forest Island ({T}: Add {G} or {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Trumpeting Carnosaur 4 R R Creature -- Dinosaur Trample When this creature enters, discover 5. {2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Trumpeting Carnosaur 4 R R Creature -- Dinosaur Trample When this creature enters, discover 5. {2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Trumpeting Carnosaur (4)(R)(R) Creature -- Dinosaur Trample When this creature enters, discover 5. {2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Trumpeting Carnosaur (4)(R)(R) Creature -- Dinosaur Trample When this creature enters, discover 5. {2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Volcanic Island Land -- Island Mountain ({T} : Add {U} or {R} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Volcanic Island Land -- Island Mountain ({T} : Add {U} or {R} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Volcanic Island Land -- Island Mountain ({T} : Add {U} or {R} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force of Negation (1)(U)(U) Instant If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force of Negation (1)(U)(U) Instant If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force of Will (3)(U)(U) Instant You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Force of Will 3UUU Instant You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Will 3UUU Instant You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Will 3UUU Instant You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karakas Legendary Land {T}: Add {W}. {T}: Return target legendary creature to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Keruga, the Macrosage 36/6/6 Legendary Creature -- Dinosaur Hippo Companion -- Your starting deck contains only cards with mana value 3 or greater and land cards. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) When Keruga enters, draw a card for each other permanent you control with mana value 3 or greater. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of the Void 2BBB Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of the Void 2BBB Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of the Void 2BBB Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of the Void (2)(B)(B) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sneak Attack (3)(R) Enchantment {R}: You may put a creature card from your hand onto the battlefield. That creature gains haste. Sacrifice the creature at the beginning of the next end step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sneak Attack (3)(R) Enchantment {R}: You may put a creature card from your hand onto the battlefield. That creature gains haste. Sacrifice the creature at the beginning of the next end step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ulamog, the Ceaseless Hunger (10) Legendary Creature -- Eldrazi When you cast this spell, exile two target permanents. Indestructible Whenever Ulamog attacks, defending player exiles the top twenty cards of their library. [sideboard] 10/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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