

Bushwhack 6 Sorcery Choose one -- * Search your library for a basic land card, reveal it, put it into your hand, then shuffle. * Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bushwhack 6 Sorcery Choose one -- * Search your library for a basic land card, reveal it, put it into your hand, then shuffle. * Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bushwhack 6 Sorcery Choose one -- * Search your library for a basic land card, reveal it, put it into your hand, then shuffle. * Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Circuitous Route 36 Sorcery Search your library for up to two basic land cards and/or Gate cards, put them onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Day of Judgment 2 W W Sorcery Destroy all creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Day of Judgment 2 W W Sorcery Destroy all creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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3 W W

Flying
First strike (This creature deals combat damage before creatures without first strike.)
Lifelink (Damage dealt by this creature also causes you to gain that much life.)
Other Angels you control get +1/+1 and have lifelink.

5/5

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②

{T}, Put a page counter on this artifact: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

{2}, {T}, Put a page counter on this artifact: Draw a card.

When there are four or more page counters on this artifact, exile it. If you do, you gain 4 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

2 G

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) This creature enters with a +1/+1 counter on it.

Landfall -- Whenever a land you control enters, double the number of +1/+1 counters on this creature.

0/0

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0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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0/0

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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	Quilled Greatwurm 4GG Creature -- Wurm Trample Whenever a creature you control deals combat damage during your turn, put that many +1/+1 counters on it. (It must survive to get the counters.) You may cast this card from your graveyard by removing six counters from among creatures you control in addition to paying its other costs. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quilled Greatwurm 4GG Creature -- Wurm Trample Whenever a creature you control deals combat damage during your turn, put that many +1/+1 counters on it. (It must survive to get the counters.) You may cast this card from your graveyard by removing six counters from among creatures you control in addition to paying its other costs. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Rogue's Passage Land {T}: Add {C}. {4}, {T}: Target creature can't be blocked this turn. 2/2	Scavenging Ooze ①⑥ Creature -- Ooze {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life. 2/2	Scavenging Ooze ①⑥ Creature -- Ooze {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life. 2/2	Selesnya Guildgate Land -- Gate This land enters tapped. {T}: Add {G} or {W}. 7/7
Selesnya Guildgate Land -- Gate This land enters tapped. {T}: Add {G} or {W}. 7/7	Sire of Seven Deaths ⑦ Creature -- Eldrazi Reach, first strike Vigilance, menace Trample, lifelink Ward--Pay 7 life. 7/7	Sire of Seven Deaths ⑦ Creature -- Eldrazi Reach, first strike Vigilance, menace Trample, lifelink Ward--Pay 7 life. 7/7	Sire of Seven Deaths ⑦ Creature -- Eldrazi Reach, first strike Vigilance, menace Trample, lifelink Ward--Pay 7 life. 7/7

Solemn Simulacrum④ Artifact Creature -- Golem When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. When this creature dies, you may draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Solemn Simulacrum④ Artifact Creature -- Golem When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. When this creature dies, you may draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Solemn Simulacrum④ Artifact Creature -- Golem When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. When this creature dies, you may draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spinner of Souls②⑥ Creature -- Spider Spirit Reach Whenever another nontoken creature you control dies, you may reveal cards from the top of your library until you reveal a creature card. Put that card into your hand and the rest on the bottom of your library in a random order. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Spinner of Souls②⑥ Creature -- Spider Spirit Reach Whenever another nontoken creature you control dies, you may reveal cards from the top of your library until you reveal a creature card. Put that card into your hand and the rest on the bottom of your library in a random order. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Springbloom Druid②⑥ Creature -- Elf Druid When this creature enters, you may sacrifice a land. If you do, search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Springbloom Druid②⑥ Creature -- Elf Druid When this creature enters, you may sacrifice a land. If you do, search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Springbloom Druid②⑥ Creature -- Elf Druid When this creature enters, you may sacrifice a land. If you do, search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Temple of Plenty Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Plenty Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Plenty Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Plenty Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ambush Wolf 26 Creature -- Wolf Flash (You may cast this spell any time you could cast an instant.) When this creature enters, exile up to one target card from a graveyard. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Authority of the Consuls W Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Authority of the Consuls W Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Banishing Light 2W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Banishing Light 2W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Banishing Light 2W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crystal Barricade 1W 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	Crystal Barricade 1W 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
Elspeth's Smite W Instant Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elspeth's Smite W Instant Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fumigate 3WW Sorcery Destroy all creatures. You gain 1 life for each creature destroyed this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reclamation Sage 2G Creature -- Elf Shaman When this creature enters, you may destroy target artifact or enchantment. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Reclamation Sage

26

Creature -- Elf Shaman

When this creature enters, you may destroy target artifact or enchantment.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Reclamation Sage

26

Creature -- Elf Shaman

When this creature enters, you may destroy target artifact or enchantment.

[sideboard]

2/1

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Soul-Guide Lantern

1

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - numadanaoki - FreeForm (2024???????????????????? / 2024 Happy New Ye

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

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.