

<div><div><div>Blood Fountain</div><div>B</div></div><div>Artifact</div><div>When this artifact enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") {3}{B}, {T}, Sacrifice this artifact: Return up to two target creature cards from your graveyard to your hand.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Blood Fountain</div><div>B</div></div><div>Artifact</div><div>When this artifact enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") {3}{B}, {T}, Sacrifice this artifact: Return up to two target creature cards from your graveyard to your hand.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Candy Grapple</div><div>1B</div></div><div>Instant</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Target creature gets -3/-3 until end of turn. If this spell was bargained, that creature gets -5/-5 until end of turn instead.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Candy Grapple</div><div>1B</div></div><div>Instant</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Target creature gets -3/-3 until end of turn. If this spell was bargained, that creature gets -5/-5 until end of turn instead.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div><div>Candy Trail</div><div>1</div></div><div>Artifact -- Food Clue</div><div>When this artifact enters, scry 2. {2}, {T}, Sacrifice this artifact: You gain 3 life and draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Candy Trail</div><div>1</div></div><div>Artifact -- Food Clue</div><div>When this artifact enters, scry 2. {2}, {T}, Sacrifice this artifact: You gain 3 life and draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Candy Trail</div><div>1</div></div><div>Artifact -- Food Clue</div><div>When this artifact enters, scry 2. {2}, {T}, Sacrifice this artifact: You gain 3 life and draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Candy Trail</div><div>1</div></div><div>Artifact -- Food Clue</div><div>When this artifact enters, scry 2. {2}, {T}, Sacrifice this artifact: You gain 3 life and draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

<div><div>Circuit Mender3</div><div>Artifact Creature -- Insect</div><div>When this creature enters, you gain 2 life. When this creature leaves the battlefield, draw a card.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Circuit Mender3</div><div>Artifact Creature -- Insect</div><div>When this creature enters, you gain 2 life. When this creature leaves the battlefield, draw a card.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Circuit Mender3</div><div>Artifact Creature -- Insect</div><div>When this creature enters, you gain 2 life. When this creature leaves the battlefield, draw a card.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Circuit Mender3</div><div>Artifact Creature -- Insect</div><div>When this creature enters, you gain 2 life. When this creature leaves the battlefield, draw a card.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Corrupt5B</div><div>Sorcery</div><div>Corrupt deals damage to any target equal to the number of Swamps you control. You gain life equal to the damage dealt this way.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Corrupt5B</div><div>Sorcery</div><div>Corrupt deals damage to any target equal to the number of Swamps you control. You gain life equal to the damage dealt this way.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Corrupt5B</div><div>Sorcery</div><div>Corrupt deals damage to any target equal to the number of Swamps you control. You gain life equal to the damage dealt this way.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Corrupt5B</div><div>Sorcery</div><div>Corrupt deals damage to any target equal to the number of Swamps you control. You gain life equal to the damage dealt this way.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Cut Down</div><div><div>B</div></div></div> <div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Cut Down</div><div><div>B</div></div></div> <div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Go for the Throat</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Destroy target nonartifact creature.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Go for the Throat</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Destroy target nonartifact creature.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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<div>Life of Toshiro Umezawa ①B</div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter.) I, II -- Choose one -- * Target creature gets +2/+2 until end of turn. * Target creature gets -1/-1 until end of turn. * You gain 2 life. III -- Exile this Saga, then return it to the battlefield transformed under your control.</div> <div>----- BACK FACE -----</div> <div>Memory of Toshiro</div> <div>Enchantment Creature -- Human Samurai</div> <div>{T}, Pay 1 life: Add {B}. Spend this mana only to cast an instant or sorcery spell.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Life of Toshiro Umezawa ①B</div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter.) I, II -- Choose one -- * Target creature gets +2/+2 until end of turn. * Target creature gets -1/-1 until end of turn. * You gain 2 life. III -- Exile this Saga, then return it to the battlefield transformed under your control.</div> <div>----- BACK FACE -----</div> <div>Memory of Toshiro</div> <div>Enchantment Creature -- Human Samurai</div> <div>{T}, Pay 1 life: Add {B}. Spend this mana only to cast an instant or sorcery spell.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Life of Toshiro Umezawa ①B</div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter.) I, II -- Choose one -- * Target creature gets +2/+2 until end of turn. * Target creature gets -1/-1 until end of turn. * You gain 2 life. III -- Exile this Saga, then return it to the battlefield transformed under your control.</div> <div>----- BACK FACE -----</div> <div>Memory of Toshiro</div> <div>Enchantment Creature -- Human Samurai</div> <div>{T}, Pay 1 life: Add {B}. Spend this mana only to cast an instant or sorcery spell.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Life of Toshiro Umezawa ①B</div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter.) I, II -- Choose one -- * Target creature gets +2/+2 until end of turn. * Target creature gets -1/-1 until end of turn. * You gain 2 life. III -- Exile this Saga, then return it to the battlefield transformed under your control.</div> <div>----- BACK FACE -----</div> <div>Memory of Toshiro</div> <div>Enchantment Creature -- Human Samurai</div> <div>{T}, Pay 1 life: Add {B}. Spend this mana only to cast an instant or sorcery spell.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Malicious Malfunction ①BB</div> <div>Sorcery</div> <div>All creatures get -2/-2 until end of turn. If a creature would die this turn, exile it instead.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Malicious Malfunction ①BB</div> <div>Sorcery</div> <div>All creatures get -2/-2 until end of turn. If a creature would die this turn, exile it instead.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Phyrexian Rager ②B</div> <div>Creature -- Phyrexian Horror</div> <div>When this creature enters, you draw a card and you lose 1 life.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Phyrexian Rager ②B</div> <div>Creature -- Phyrexian Horror</div> <div>When this creature enters, you draw a card and you lose 1 life.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Playtest cards - klingler, caleb - Standard (Brewers Cup I)

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

<div>Phyrexian Rager (2)(B)</div> <div>Creature -- Phyrexian Horror</div> <div>When this creature enters, you draw a card and you lose 1 life.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Phyrexian Rager (2)(B)</div> <div>Creature -- Phyrexian Horror</div> <div>When this creature enters, you draw a card and you lose 1 life.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Rowan's Grim Search (2)(B)</div> <div>Instant</div> <div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) If this spell was bargained, look at the top four cards of your library, then put up to two of them back on top of your library in any order and the rest into your graveyard. You draw two cards and you lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Rowan's Grim Search (2)(B)</div> <div>Instant</div> <div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) If this spell was bargained, look at the top four cards of your library, then put up to two of them back on top of your library in any order and the rest into your graveyard. You draw two cards and you lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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<div> <div>The Witch's Vanity</div> <div>1B</div> </div> <div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>I -- Destroy target creature an opponent controls with mana value 2 or less.</p> <p>II -- Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</p> <p>III -- Create a Wicked Role token attached to target creature you control.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>The Witch's Vanity</div> <div>1B</div> </div> <div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>I -- Destroy target creature an opponent controls with mana value 2 or less.</p> <p>II -- Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</p> <p>III -- Create a Wicked Role token attached to target creature you control.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Tocasia's Dig Site</div> <div></div> </div> <div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{3}, {T}: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Tocasia's Dig Site</div> <div></div> </div> <div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{3}, {T}: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Blood Fountain</div> <div>B</div> </div> <div> <div>Artifact</div> <div> <p>When this artifact enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")</p> <p>{3}{B}, {T}, Sacrifice this artifact: Return up to two target creature cards from your graveyard to your hand.</p> </div> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Duress</div> <div>B</div> </div> <div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> </div> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Duress</div> <div>B</div> </div> <div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> </div> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Duress</div> <div>B</div> </div> <div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> </div> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

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

1 B B

All creatures get -1/-1 until end of turn. Creatures that are green and/or white get an additional -2/-2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

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All creatures get -1/-1 until end of turn. Creatures that are green and/or white get an additional -2/-2 until end of turn.

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① B

Destroy target creature. You lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

1 B B

When this creature enters, creatures your opponents control get -1/-1 until end of turn.

Blitz {2}{B} (If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)

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2/2

① B B

When this creature enters, creatures your opponents control get -1/-1 until end of turn.

Blitz {2}{B} (If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

2/2

①BB

When this creature enters, creatures your opponents control get -1/-1 until end of turn.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

2/2

<div> <div> Night Clubber <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div> <div> Creature -- Human Warrior </div> <div> When this creature enters, creatures your opponents control get -1/-1 until end of turn. Blitz {2}{B} (If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.) </div> <div> <div>[sideboard]</div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Whack <div> <div>3</div> <div>B</div> </div> </div> <div> <div> Sorcery </div> <div> This spell costs {3} less to cast if it targets a white creature. Target creature gets -4/-4 until end of turn. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Whack <div> <div>3</div> <div>B</div> </div> </div> <div> <div> Sorcery </div> <div> This spell costs {3} less to cast if it targets a white creature. Target creature gets -4/-4 until end of turn. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	
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