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| <div><div>Biotech Specialist</div><div><div>R</div><div>G</div></div></div> <div><div>Creature -- Insect Scientist</div><div>When this creature enters, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") Whenever you sacrifice an artifact, this creature deals 2 damage to target opponent.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Biotech Specialist</div><div><div>R</div><div>G</div></div></div> <div><div>Creature -- Insect Scientist</div><div>When this creature enters, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") Whenever you sacrifice an artifact, this creature deals 2 damage to target opponent.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Biotech Specialist</div><div><div>R</div><div>G</div></div></div> <div><div>Creature -- Insect Scientist</div><div>When this creature enters, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") Whenever you sacrifice an artifact, this creature deals 2 damage to target opponent.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Biotech Specialist</div><div><div>R</div><div>G</div></div></div> <div><div>Creature -- Insect Scientist</div><div>When this creature enters, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") Whenever you sacrifice an artifact, this creature deals 2 damage to target opponent.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Blazemire Verge</div><div>Land</div><div>{T}: Add {B}.<br/>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                   | <div><div>Blazemire Verge</div><div>Land</div><div>{T}: Add {B}.<br/>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                   | <div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>( {T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                    | <div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>( {T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                    |

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| <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>([T]): Add [B] or [R].)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Blooming Marsh</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>[T]: Add [B] or [G].</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Blooming Marsh</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>[T]: Add [B] or [G].</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                  | <div><div><b>Blooming Marsh</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>[T]: Add [B] or [G].</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                  |
| <div><div><b>Blooming Marsh</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>[T]: Add [B] or [G].</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div><b>Forest</b></div><div>Basic Land -- Forest</div><div>([T]): Add [G].)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      | <div><div><b>Gene Pollinator</b><div>6</div></div><div>Artifact Creature -- Robot Insect</div><div>[T], Tap an untapped permanent you control: Add one mana of any color.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Gene Pollinator</b><div>6</div></div><div>Artifact Creature -- Robot Insect</div><div>[T], Tap an untapped permanent you control: Add one mana of any color.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Gene Pollinator</b> <span>(G)</span> </div> <div> Artifact Creature -- Robot Insect </div> <div> <p>{T}, Tap an untapped permanent you control: Add one mana of any color.</p> </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                     | <div> <b>Gene Pollinator</b> <span>(G)</span> </div> <div> Artifact Creature -- Robot Insect </div> <div> <p>{T}, Tap an untapped permanent you control: Add one mana of any color.</p> </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                     | <div> <b>Greedy Freebooter</b> <span>(B)</span> </div> <div> Creature -- Human Pirate </div> <div> <p>When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Greedy Freebooter</b> <span>(B)</span> </div> <div> Creature -- Human Pirate </div> <div> <p>When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Greedy Freebooter</b> <span>(B)</span> </div> <div> Creature -- Human Pirate </div> <div> <p>When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Greedy Freebooter</b> <span>(B)</span> </div> <div> Creature -- Human Pirate </div> <div> <p>When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Lively Dirge</b> <span>(1)(B)</span> </div> <div> Sorcery </div> <div> <p>Spree (Choose one or more additional costs.)<br/> + {1} -- Search your library for a card, put it into your graveyard, then shuffle.<br/> + {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield.</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>           | <div> <b>Lively Dirge</b> <span>(1)(B)</span> </div> <div> Sorcery </div> <div> <p>Spree (Choose one or more additional costs.)<br/> + {1} -- Search your library for a card, put it into your graveyard, then shuffle.<br/> + {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield.</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>           |

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| <div>Lively Dirge (1 B)</div> <div>Sorcery</div> <div>Spree (Choose one or more additional costs.)<br/>+ {1} -- Search your library for a card, put it into your graveyard, then shuffle.<br/>+ {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                              | <div>Lively Dirge (1 B)</div> <div>Sorcery</div> <div>Spree (Choose one or more additional costs.)<br/>+ {1} -- Search your library for a card, put it into your graveyard, then shuffle.<br/>+ {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                              | <div>Llanowar Elves (G)</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                            | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                  |
| <div>Mutagen Man, Living Ooze (X G G)</div> <div>Legendary Creature -- Ooze Mutant</div> <div>Trample<br/>Activated abilities of artifact tokens you control cost {1} less to activate.<br/>When Mutagen Man enters, create X Mutagen tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Put a +1/+1 counter on target creature. Activate only as a sorcery.)</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Mutagen Man, Living Ooze (X G G)</div> <div>Legendary Creature -- Ooze Mutant</div> <div>Trample<br/>Activated abilities of artifact tokens you control cost {1} less to activate.<br/>When Mutagen Man enters, create X Mutagen tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Put a +1/+1 counter on target creature. Activate only as a sorcery.)</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Obsessive Pursuit (1 B)</div> <div>Enchantment</div> <div>When this enchantment enters and at the beginning of your upkeep, you lose 1 life and create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you attack, put X +1/+1 counters on target attacking creature, where X is the number of permanents you've sacrificed this turn. If X is three or more, that creature gains lifelink until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Obsessive Pursuit (1 B)</div> <div>Enchantment</div> <div>When this enchantment enters and at the beginning of your upkeep, you lose 1 life and create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you attack, put X +1/+1 counters on target attacking creature, where X is the number of permanents you've sacrificed this turn. If X is three or more, that creature gains lifelink until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div><div>Obsessive Pursuit</div><div><div>1</div><div>B</div></div></div> <div>Enchantment</div> <div>When this enchantment enters and at the beginning of your upkeep, you lose 1 life and create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you attack, put X +1/+1 counters on target attacking creature, where X is the number of permanents you've sacrificed this turn. If X is three or more, that creature gains lifelink until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Obsessive Pursuit</div><div><div>1</div><div>B</div></div></div> <div>Enchantment</div> <div>When this enchantment enters and at the beginning of your upkeep, you lose 1 life and create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you attack, put X +1/+1 counters on target attacking creature, where X is the number of permanents you've sacrificed this turn. If X is three or more, that creature gains lifelink until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Overgrown Tomb</div></div> <div>Land -- Swamp Forest</div> <div>({T}: Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                              | <div><div>Overgrown Tomb</div></div> <div>Land -- Swamp Forest</div> <div>({T}: Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                         |
| <div><div>Requiting Hex</div><div><div>B</div></div></div> <div>Instant</div> <div>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)<br/>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                           | <div><div>Requiting Hex</div><div><div>B</div></div></div> <div>Instant</div> <div>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)<br/>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                           | <div><div>Smaug the Magnificent</div><div><div>2</div><div>R</div><div>R</div></div></div> <div>Legendary Creature -- Dragon</div> <div>Flying, haste<br/>Whenever Smaug attacks, he deals damage equal to the number of Treasures you control to any target.<br/>At the beginning of your upkeep, create a Treasure token.</div> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Starting Town</div></div> <div>Land -- Town</div> <div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Starting Town</div><div>Land -- Town</div><div><p>This land enters tapped unless it's your first, second, or third turn of the game.</p><p>{T}: Add {C}.</p><p>{T}, Pay 1 life: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Starting Town</div><div>Land -- Town</div><div><p>This land enters tapped unless it's your first, second, or third turn of the game.</p><p>{T}: Add {C}.</p><p>{T}, Pay 1 life: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Starting Town</div><div>Land -- Town</div><div><p>This land enters tapped unless it's your first, second, or third turn of the game.</p><p>{T}: Add {C}.</p><p>{T}, Pay 1 life: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div><p>(T): Add {R} or {G}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                          |
| <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div><p>(T): Add {R} or {G}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        | <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div><p>(T): Add {R} or {G}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><p>(T): Add {B}.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                            | <div><div>The Ooze</div><div>Legendary Artifact</div><div><p>Whenever a creature you control with a +1/+1 counter on it leaves the battlefield, create a Mutagen token for each +1/+1 counter on it. (A Mutagen token is an artifact with "1}, {T}, Sacrifice this token: Put a +1/+1 counter on target creature. Activate only as a sorcery.")</p><p>{T}: Exile target card from a graveyard. Create a Mutagen token.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>The Ooze</b> <span>②</span> </div> <div>           Legendary Artifact         </div> <div> <p>Whenever a creature you control with a +1/+1 counter on it leaves the battlefield, create a Mutagen token for each +1/+1 counter on it. (A Mutagen token is an artifact with "{1}, {T}, Sacrifice this token: Put a +1/+1 counter on target creature. Activate only as a sorcery.") {T}: Exile target card from a graveyard. Create a Mutagen token.</p> </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>The Sackville-Bagginses</b> <span>①</span><span>⑧</span> </div> <div>           Legendary Creature -- Halfling Citizen         </div> <div> <p>When The Sackville-Bagginses enter, you may sacrifice another creature or artifact. If you do, draw a card and create a Treasure token. Whenever you sacrifice a token, target opponent loses 1 life.</p> </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                               | <div> <b>The Sackville-Bagginses</b> <span>①</span><span>⑧</span> </div> <div>           Legendary Creature -- Halfling Citizen         </div> <div> <p>When The Sackville-Bagginses enter, you may sacrifice another creature or artifact. If you do, draw a card and create a Treasure token. Whenever you sacrifice a token, target opponent loses 1 life.</p> </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                               | <div> <b>The Sackville-Bagginses</b> <span>①</span><span>⑧</span> </div> <div>           Legendary Creature -- Halfling Citizen         </div> <div> <p>When The Sackville-Bagginses enter, you may sacrifice another creature or artifact. If you do, draw a card and create a Treasure token. Whenever you sacrifice a token, target opponent loses 1 life.</p> </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |
| <div> <b>The Sackville-Bagginses</b> <span>①</span><span>⑧</span> </div> <div>           Legendary Creature -- Halfling Citizen         </div> <div> <p>When The Sackville-Bagginses enter, you may sacrifice another creature or artifact. If you do, draw a card and create a Treasure token. Whenever you sacrifice a token, target opponent loses 1 life.</p> </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                               | <div> <b>Torch the Tower</b> <span>Ⓡ</span> </div> <div>           Instant         </div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Torch the Tower</b> <span>Ⓡ</span> </div> <div>           Instant         </div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Umbral Collar Zealot</b> <span>①</span><span>⑧</span> </div> <div>           Creature -- Human Cleric         </div> <div> <p>Sacrifice another creature or artifact: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div> <div>3/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                         |

Playtest cards - zhaoshuyang - Token Sacrifice Combo (???1 / Standard Cup 1)

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 7/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Umbral Collar Zealot</div><div>1B</div></div><div>Creature -- Human Cleric</div><div>Sacrifice another creature or artifact: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Umbral Collar Zealot</div><div>1B</div></div><div>Creature -- Human Cleric</div><div>Sacrifice another creature or artifact: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Wastewood Verge</div></div><div>Land</div><div>{T}: Add {G}.<br/>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div><div>Wolverine, Fierce Fighter</div><div>2RG</div></div><div>Legendary Creature -- Mutant Berserker Hero</div><div>Haste<br/>When Wolverine enters, he fights up to one other target creature.<br/>If damage would be dealt to Wolverine, instead that damage is dealt, but all other damage already dealt to him is healed.</div><div>3/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    | <div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    | <div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fire Magic</div><div>R</div></div><div>Instant</div><div>Tiered (Choose one additional cost.)<br/>* Fire -- {0} -- Fire Magic deals 1 damage to each creature.<br/>* Fira -- {2} -- Fire Magic deals 2 damage to each creature.<br/>* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              |

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| <div> <div>Fire Magic</div> <div> <div>Instant</div> <div> Tiered (Choose one additional cost.)<br/> * Fire -- {0} -- Fire Magic deals 1 damage to each creature.<br/> * Fira -- {2} -- Fire Magic deals 2 damage to each creature.<br/> * Firaga -- {5} -- Fire Magic deals 3 damage to each creature.<br/><br/> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Giant Cinderdaw</div> <div> <div>Creature -- Dinosaur Beast</div> <div> Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)<br/> Players can't gain life.<br/><br/> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                    | <div> <div>Guerrilla Gorilla</div> <div> <div>Creature -- Ape Soldier Hero</div> <div> Reach<br/> Sacrifice this creature: Destroy target noncreature artifact or noncreature enchantment. Activate only as a sorcery.<br/><br/> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                  | <div> <div>Leatherhead, Swamp Stalker</div> <div> <div>Legendary Creature -- Crocodile Mutant Rogue</div> <div> Trample<br/> Leatherhead enters with a hexproof counter on her.<br/> Whenever Leatherhead deals combat damage to a player, you may remove a counter from her. When you do, destroy target artifact or enchantment that player controls.<br/><br/> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Maelstrom Pulse</div> <div> <div>Sorcery</div> <div> Destroy target nonland permanent and all other permanents with the same name as that permanent.<br/><br/> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                         | <div> <div>Professor Dellian Fel</div> <div> <div>Legendary Planeswalker -- Dellian</div> <div> [+2]: You gain 3 life.<br/> [0]: You draw a card and lose 1 life.<br/> [-3]: Destroy target creature.<br/> [-6]: You get an emblem with "Whenever you gain life, target opponent loses that much life."<br/><br/> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Seedship Impact</div> <div> <div>Instant</div> <div> Destroy target artifact or enchantment. If its mana value was 2 or less, create a Lander token. (It's an artifact with "{2}, {T}", Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")<br/><br/> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Strategic Betrayal</div> <div> <div>Sorcery</div> <div> Target opponent exiles a creature they control and their graveyard.<br/><br/> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                  |

Playtest cards - zhaoshuyang - Token Sacrifice Combo (???1 / Standard Cup 1)

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 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Strategic Betrayal</div><div>①B</div></div><div>Sorcery</div><div>Target opponent exiles a creature they control and their graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Strategic Betrayal</div><div>①B</div></div><div>Sorcery</div><div>Target opponent exiles a creature they control and their graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Vicious Rivalry</div><div>②BG</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, pay X life.<br/>Destroy all artifacts and creatures with mana value X or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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