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| <div> <b>Biotech Specialist</b> <span>R</span><span>G</span> </div> <div>           Creature -- Insect Scientist         </div> <div> <p>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.")</p> <p>Whenever you sacrifice an artifact, this creature deals 2 damage to target opponent.</p> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Biotech Specialist</b> <span>R</span><span>G</span> </div> <div>           Creature -- Insect Scientist         </div> <div> <p>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.")</p> <p>Whenever you sacrifice an artifact, this creature deals 2 damage to target opponent.</p> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Biotech Specialist</b> <span>R</span><span>G</span> </div> <div>           Creature -- Insect Scientist         </div> <div> <p>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.")</p> <p>Whenever you sacrifice an artifact, this creature deals 2 damage to target opponent.</p> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Biotech Specialist</b> <span>R</span><span>G</span> </div> <div>           Creature -- Insect Scientist         </div> <div> <p>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.")</p> <p>Whenever you sacrifice an artifact, this creature deals 2 damage to target opponent.</p> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>Blazemire Verge</b> </div> <div>           Land         </div> <div> <p>{T}: Add {B}.</p> <p>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                          | <div> <b>Blood Crypt</b> </div> <div>           Land -- Swamp Mountain         </div> <div> <p>({T}: Add {B} or {R}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                            | <div> <b>Blood Crypt</b> </div> <div>           Land -- Swamp Mountain         </div> <div> <p>({T}: Add {B} or {R}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                            | <div> <b>Blood Crypt</b> </div> <div>           Land -- Swamp Mountain         </div> <div> <p>({T}: Add {B} or {R}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                            |

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

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| <div> <b>Gene Pollinator</b> <span>(G)</span> </div> <div> Artifact Creature -- Robot Insect </div> <div> {T}, Tap an untapped permanent you control: Add one mana of any color. </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> {T}, Tap an untapped permanent you control: Add one mana of any color. </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> 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.") </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> 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.") </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> 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.") </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> 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.") </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> 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> <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> 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> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>           |

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| <div><div>Lively Dirge</div><div><div>1</div><div>B</div></div></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 PLAYbotbox.dev</div>                                                                                                                                              | <div><div>Lively Dirge</div><div><div>1</div><div>B</div></div></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 PLAYbotbox.dev</div>                                                                                                                                              | <div><div>Llanowar Elves</div><div><div>G</div></div></div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                      | <div><div>Mountain</div></div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</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>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>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> |

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| <div>Overgrown Tomb</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>Overgrown Tomb</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>Requiting Hex</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>Smaug the Magnificent</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. 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>Starting Town</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> | <div>Starting Town</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> | <div>Starting Town</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>                                                                              | <div>Starting Town</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> <b>Stir Up Trouble</b> <span>Ⓑ</span> </div> <div> <div>Sorcery</div> <div> As an additional cost to cast this spell, sacrifice an artifact or creature or pay {4}.<br/> Destroy target creature. </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div> <b>Stomping Ground</b> </div> <div> <div>Land -- Mountain Forest</div> <div> ({T}: Add {R} or {G}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                     | <div> <div> <b>Stomping Ground</b> </div> <div> <div>Land -- Mountain Forest</div> <div> ({T}: Add {R} or {G}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                     | <div> <div> <b>Stomping Ground</b> </div> <div> <div>Land -- Mountain Forest</div> <div> ({T}: Add {R} or {G}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                     |
| <div> <div> <b>Swamp</b> </div> <div> <div>Basic Land -- Swamp</div> <div> ({T}: Add {B}.) </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                    | <div> <div> <b>The Misty Mountains Cold</b> <span>Ⓐ</span><span>Ⓡ</span> </div> <div> <div>Enchantment -- Saga</div> <div> (As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)<br/> I, II, III, IV -- Create a Treasure token. Then if you control four or more Treasures, sacrifice this Saga. If you do, create a 6/6 red Dragon creature token with flying. (A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.") </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div> <b>The Misty Mountains Cold</b> <span>Ⓐ</span><span>Ⓡ</span> </div> <div> <div>Enchantment -- Saga</div> <div> (As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)<br/> I, II, III, IV -- Create a Treasure token. Then if you control four or more Treasures, sacrifice this Saga. If you do, create a 6/6 red Dragon creature token with flying. (A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.") </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div> <b>The Misty Mountains Cold</b> <span>Ⓐ</span><span>Ⓡ</span> </div> <div> <div>Enchantment -- Saga</div> <div> (As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)<br/> I, II, III, IV -- Create a Treasure token. Then if you control four or more Treasures, sacrifice this Saga. If you do, create a 6/6 red Dragon creature token with flying. (A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.") </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

Playtest cards - Shortened2Max - Token Sacrifice Combo (Standard 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;

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 6/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>The Sackville-Bagginses 1B</div><div>Legendary Creature -- Halfling Citizen</div><div>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.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>The Sackville-Bagginses 1B</div><div>Legendary Creature -- Halfling Citizen</div><div>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.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                      | <div><div><div>The Sackville-Bagginses 1B</div><div>Legendary Creature -- Halfling Citizen</div><div>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.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                      | <div><div><div>The Sackville-Bagginses 1B</div><div>Legendary Creature -- Halfling Citizen</div><div>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.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                      |
| <div><div><div>Thornspire Verge</div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                            | <div><div><div>Torch the Tower R</div><div>Instant</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>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.<br/>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Torch the Tower R</div><div>Instant</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>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.<br/>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Torch the Tower R</div><div>Instant</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>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.<br/>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <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>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>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>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>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>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>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>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> |

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| <div> <div>Fire Magic</div> <div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <p>Tiered (Choose one additional cost.)</p> <p>* Fire -- {0} -- Fire Magic deals 1 damage to each creature.</p> <p>* Fira -- {2} -- Fire Magic deals 2 damage to each creature.</p> <p>* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Guerrilla Gorilla</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Creature -- Ape Soldier Hero</div> <div> <p>Reach</p> <p>Sacrifice this creature: Destroy target noncreature artifact or noncreature enchantment. Activate only as a sorcery.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                  | <div> <div>Heritage Reclamation</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Instant</div> <div> <p>Choose one --</p> <p>* Destroy target artifact.</p> <p>* Destroy target enchantment.</p> <p>* Exile up to one target card from a graveyard. Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Leatherhead, Swamp Stalker</div> <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div> <div> <div> <div>Legendary Creature -- Crocodile Mutant Rogue</div> <div> <div>Trample</div> <div>Leatherhead enters with a hexproof counter on her.</div> <div>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.</div> </div> </div> <div> <div>[sideboard]</div> </div> <div> <div>5/4</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>1</div> <div>B</div> <div>G</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Destroy target nonland permanent and all other permanents with the same name as that permanent.</p> <p>[sideboard]</p> </div> <div> <div>L 5</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                     | <div> <div>Professor Dellian Fel</div> <div> <div>2</div> <div>B</div> <div>G</div> </div> </div> <div> <div> <div> <div>Legendary Planeswalker -- Dellian</div> <div> <p>[+2]: You gain 3 life.</p> <p>[0]: You draw a card and lose 1 life.</p> <p>[-3]: Destroy target creature.</p> <p>[-6]: You get an emblem with "Whenever you gain life, target opponent loses that much life."</p> </div> </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Shoot the Sheriff</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                        | <div> <div>Strategic Betrayal</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Target opponent exiles a creature they control and their graveyard.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                          |

Playtest cards - Shortened2Max - Token Sacrifice Combo (Standard 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;

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>Vengeful Tracker</div><div>①R</div></div><div>Creature -- Human Detective</div><div>Whenever an opponent sacrifices an artifact, this creature deals 2 damage to them.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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