Al Bhed Salvagers (2)(B)

Creature -- Human Artificer Warrior

Whenever this creature or another creature or artifact you control dies, target opponent loses 1 life and you gain 1 life.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deadly Embrace (3)(B)(B)

Sorcery

Destroy target creature an opponent controls. Then draw a card for each creature that died this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dreams of Laguna (1)(U)

Instant

Surveil 1, then draw a card. (To surveil 1, look at the top card of your library. You may put it into your graveyard.)
Flashback {3}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Surveil 1, then draw a card. (To surveil 1, look at the top card of your library. You may put it into your graveyard.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Evil Reawakened (4)(B)

Sorcery

Return target creature card from your graveyard to the battlefield with two additional +1/+1 counters on it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - kb20080613 - Standard (???2 / Standard Cup 2) sheet 1/8 - 8 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.

Il Mheg Pixie {1}{U}

Creature -- Faerie

Flying
Whenever this creature attacks, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Magitek Scythe {4}

Artifact -- Equipment

A Test of Your Reflexes! -- When this Equipment enters, you may attach it to target creature you control. If you do, that creature gains first strike until end of turn and must be blocked this turn if able.
Equipped creature gets +2/+1.
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overkill {2}{B}

Instant

Target creature gets -0/-9999 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overkill {2}{B}

Instant

Target creature gets -0/-9999 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Relm's Sketching {2}{U}{U}

Sorcery

Create a token that's a copy of target artifact, creature, or land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - kb20080613 - Standard (???2 / Standard Cup 2) sheet 3/8 - 8 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.

Retrieve the Esper {3}{U}

Sorcery

Create a 3/3 blue Robot Warrior artifact creature token. Then if this spell was cast from a graveyard, put two +1/+1 counters on that token.
Flashback {5}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Create a 3/3 blue Robot Warrior artifact creature token. Then if this spell was cast from a graveyard, put two +1/+1 counters on that token.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sahagin {1}{U}

Creature -- Merfolk Warrior

Whenever you cast a noncreature spell, if at least four mana was spent to cast it, put a +1/+1 counter on this creature and it can't be blocked this turn.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sephiroth, Planet's Heir {4}{U}{B}

Legendary Creature -- Human Avatar Soldier

Vigilance (Attacking doesn't cause this creature to tap.)
When Sephiroth enters, creatures your opponents control get -2/-2 until end of turn.
Whenever a creature an opponent controls dies, put a +1/+1 counter on Sephiroth.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sephiroth's Intervention {3}{B}

Instant

Destroy target creature. You gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Destroy target creature. You gain 2 life.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seymour Flux {4}{B}

Legendary Creature -- Spirit Avatar

At the beginning of your upkeep, you may pay 1 life. If you do, draw a card and put a +1/+1 counter on Seymour Flux.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - kb20080613 - Standard (???2 / Standard Cup 2) sheet 4/8 - 8 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.

Shambling Cie'th {2}{B}

Creature -- Mutant Horror

This creature enters tapped.
Whenever you cast a noncreature spell, you may pay {B}. If you do, return this card from your graveyard to your hand.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This creature enters tapped.
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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shinra Reinforcements {2}{B}

Creature -- Human Soldier

When this creature enters, mill three cards and you gain 3 life. (To mill three cards, put the top three cards of your library into your graveyard.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/3

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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Swamp

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Playtest cards - kb20080613 - Standard (???2 / Standard Cup 2) sheet 5/8 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Treno, Dark City

Land -- Town

This land enters tapped.
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ultimecia, Temporal Threat {4}{U}{U}

Legendary Creature -- Human Warlock

When Ultimecia enters, tap all creatures your opponents control. Whenever a creature you control deals combat damage to a player, draw a card.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undercity Dire Rat {1}{B}

Creature -- Rat

Rat Tail -- When this creature dies, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - kb20080613 - Standard (???2 / Standard Cup 2) sheet 7/8 - 8 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.

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Xande, Dark Mage {2}{U}{B}

Legendary Creature -- Human Wizard

Menace (This creature can't be blocked except by two or more creatures.)
Xande gets +1/+1 for each noncreature, nonland card in your graveyard.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - kb20080613 - Standard (???2 / Standard Cup 2) sheet 8/8 - 4 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.