

Angel of Invention (3)(W)(W) Creature -- Angel Flying, vigilance, lifelink Fabricate 2 (When this creature enters, put two +1/+1 counters on it or create two 1/1 colorless Servo artifact creature tokens.) Other creatures you control get +1/+1. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Angel of Invention (3)(W)(W) Creature -- Angel Flying, vigilance, lifelink Fabricate 2 (When this creature enters, put two +1/+1 counters on it or create two 1/1 colorless Servo artifact creature tokens.) Other creatures you control get +1/+1. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Angel of Invention (3)(W)(W) Creature -- Angel Flying, vigilance, lifelink Fabricate 2 (When this creature enters, put two +1/+1 counters on it or create two 1/1 colorless Servo artifact creature tokens.) Other creatures you control get +1/+1. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Angel of Invention (3)(W)(W) Creature -- Angel Flying, vigilance, lifelink Fabricate 2 (When this creature enters, put two +1/+1 counters on it or create two 1/1 colorless Servo artifact creature tokens.) Other creatures you control get +1/+1. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cast Out (3)(W) Enchantment Flash When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. Cycling {W} ({W}), Discard this card: Draw a card.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cast Out (3)(W) Enchantment Flash When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. Cycling {W} ({W}), Discard this card: Draw a card.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Champion of Wits (2)(U) Creature -- Snake Wizard When this creature enters, you may draw cards equal to its power. If you do, discard two cards. Eternalize {5}{U}{U} ({5}{U}{U}), Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Snake Wizard with no mana cost. Eternalize only as a sorcery.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Champion of Wits (2)(U) Creature -- Snake Wizard When this creature enters, you may draw cards equal to its power. If you do, discard two cards. Eternalize {5}{U}{U} ({5}{U}{U}), Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Snake Wizard with no mana cost. Eternalize only as a sorcery.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Fumigate 3 W W Sorcery Destroy all creatures. You gain 1 life for each creature destroyed this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fumigate 3 W W Sorcery Destroy all creatures. You gain 1 life for each creature destroyed this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glacial Fortress Land This land enters tapped unless you control a Plains or an Island. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glacial Fortress Land This land enters tapped unless you control a Plains or an Island. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - Deadman-wonderland - Standard (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 3/10 - 8 cards - 2.5 x 3.5 in each

God-Pharaoh's Gift Artifact At the beginning of combat on your turn, you may exile a creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a 4/4 black Zombie. It gains haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	God-Pharaoh's Gift Artifact At the beginning of combat on your turn, you may exile a creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a 4/4 black Zombie. It gains haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hostile Desert Land -- Desert {T}: Add {C}. {2}, Exile a land card from your graveyard: This land becomes a 3/4 Elemental creature until end of turn. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ipnu Rivulet Land -- Desert {T}: Add {C}. {T}, Pay 1 life: Add {U}. {1}{U}, {T}, Sacrifice a Desert: Target player mills four cards. (They put the top four cards of their library into their graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ipnu Rivulet Land -- Desert {T}: Add {C}. {T}, Pay 1 life: Add {U}. {1}{U}, {T}, Sacrifice a Desert: Target player mills four cards. (They put the top four cards of their library into their graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Irrigated Farmland Land -- Plains Island ({T}: Add {W} or {U}.) This land enters tapped. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Irrigated Farmland Land -- Plains Island ({T}: Add {W} or {U}.) This land enters tapped. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Irrigated Farmland Land -- Plains Island ({T}: Add {W} or {U}.) This land enters tapped. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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3 W W

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

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

When this creature enters, you get {E}{E} (two energy counters). {T}, Pay {E}: Target player mills three cards.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

When this creature enters, you get {E}{E} (two energy counters).
{T}, Pay {E}: Target player mills three cards.

1/2

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When this creature enters, you get {E}{E} (two energy counters).
{T}, Pay {E}: Target player mills three cards.

1/2

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$$(\{T\}: \text{Add } \{W\}.)$$

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Refurbish3W Sorcery Return target artifact card from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Fumigate 3WW Sorcery Destroy all creatures. You gain 1 life for each creature destroyed this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jace's Defeat 1U Instant Counter target blue spell. If it was a Jace planeswalker spell, scry 2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jace's Defeat 1U Instant Counter target blue spell. If it was a Jace planeswalker spell, scry 2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate 1U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Thopter Arrest 2W Enchantment When this enchantment enters, exile target artifact or creature an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thopter Arrest 2W Enchantment When this enchantment enters, exile target artifact or creature an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thopter Arrest 2W Enchantment When this enchantment enters, exile target artifact or creature an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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