

<div><div>Bojuka Bog</div><div>Land</div><div>This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cast Down</div><div>Instant</div><div>Destroy target nonlegendary creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cast Down</div><div>Instant</div><div>Destroy target nonlegendary creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cast Down</div><div>Instant</div><div>Destroy target nonlegendary creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Cleansing Wildfire</div><div>Sorcery</div><div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cleansing Wildfire</div><div>Sorcery</div><div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cleansing Wildfire</div><div>Sorcery</div><div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cleansing Wildfire</div><div>Sorcery</div><div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Dawnbringer Cleric</div><div><div>1</div><div>W</div></div></div><div>Creature -- Human Cleric</div><div>When this creature enters, choose one -- * Cure Wounds -- You gain 2 life. * Dispel Magic -- Destroy target enchantment. * Gentle Repose -- Exile target card from a graveyard.</div><div><div>1/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Drossforge Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {B} or {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Drossforge Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {B} or {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Drossforge Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {B} or {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Drossforge Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {B} or {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Experimental Synthesizer</div><div>Artifact</div><div>When this artifact enters or leaves the battlefield, exile the top card of your library. Until end of turn, you may play that card. {2}{R}, Sacrifice this artifact: Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Experimental Synthesizer</div><div>Artifact</div><div>When this artifact enters or leaves the battlefield, exile the top card of your library. Until end of turn, you may play that card. {2}{R}, Sacrifice this artifact: Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Experimental Synthesizer</div><div>Artifact</div><div>When this artifact enters or leaves the battlefield, exile the top card of your library. Until end of turn, you may play that card. {2}{R}, Sacrifice this artifact: Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Experimental Synthesizer (R)</div><div>Artifact</div><div>When this artifact enters or leaves the battlefield, exile the top card of your library. Until end of turn, you may play that card. {2}{R}, Sacrifice this artifact: Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Galvanic Blast (R)</div><div>Instant</div><div>Galvanic Blast deals 2 damage to any target. Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Galvanic Blast (R)</div><div>Instant</div><div>Galvanic Blast deals 2 damage to any target. Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Galvanic Blast (R)</div><div>Instant</div><div>Galvanic Blast deals 2 damage to any target. Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Glint Hawk (W)</div><div>Creature -- Bird</div><div>Flying When this creature enters, sacrifice it unless you return an artifact you control to its owner's hand.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Glint Hawk (W)</div><div>Creature -- Bird</div><div>Flying When this creature enters, sacrifice it unless you return an artifact you control to its owner's hand.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Glint Hawk (W)</div><div>Creature -- Bird</div><div>Flying When this creature enters, sacrifice it unless you return an artifact you control to its owner's hand.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Glint Hawk (W)</div><div>Creature -- Bird</div><div>Flying When this creature enters, sacrifice it unless you return an artifact you control to its owner's hand.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Artifact Land

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

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Artifact Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Creature -- Kor Soldier

Flying
When this creature enters, return a permanent you control to its owner's hand.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Creature -- Kor Soldier

Flying
When this creature enters, return a permanent you control to its owner's hand.

2/3

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Creature -- Kor Soldier

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When this creature enters, return a permanent you control to its owner's hand.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

Artifact -- Food

When this artifact enters, scry 1, then draw a card.
{2}, {T}, Sacrifice this artifact: You gain 3 life.
When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

Artifact -- Food

When this artifact enters, scry 1, then draw a card.
{2}, {T}, Sacrifice this artifact: You gain 3 life.
When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div>Lembas</div> <div>Artifact -- Food</div> <div>When this artifact enters, scry 1, then draw a card. {2}, {T}, Sacrifice this artifact: You gain 3 life. When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Novice Inspector</div> <div>Creature -- Human Detective</div> <div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Novice Inspector</div> <div>Creature -- Human Detective</div> <div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Omen of the Dead</div> <div>Enchantment</div> <div>Flash When this enchantment enters, return target creature card from your graveyard to your hand. {2}{B}, Sacrifice this enchantment: Scry 2.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Refurbished Familiar 3B</div> <div>Artifact Creature -- Zombie Rat</div> <div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Refurbished Familiar 3B</div> <div>Artifact Creature -- Zombie Rat</div> <div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Refurbished Familiar 3B</div> <div>Artifact Creature -- Zombie Rat</div> <div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Refurbished Familiar (3)(B) Artifact Creature -- Zombie Rat Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card. <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rustvale Bridge Artifact Land This land enters tapped. Indestructible {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rustvale Bridge Artifact Land This land enters tapped. Indestructible {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rustvale Bridge Artifact Land This land enters tapped. Indestructible {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Rustvale Bridge Artifact Land This land enters tapped. Indestructible {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thraben Inspector (W) Creature -- Human Soldier When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thraben Inspector (W) Creature -- Human Soldier When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Talruadh - Pauper (Pauper 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;

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

<div> <div> Thraben Inspector W </div> <div> Creature -- Human Soldier </div> <div> When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") </div> <div> <div>1/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Tithing Blade 1B </div> <div> Artifact </div> <div> When this artifact enters, each opponent sacrifices a creature of their choice. Craft with creature {4}{B} ({4}{B}, Exile this artifact, Exile a creature you control or a creature card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.) </div> <div> <div>BACK FACE</div> <div> Consuming Sepulcher </div> <div> Artifact </div> <div> At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> </div>	<div> <div> Tithing Blade 1B </div> <div> Artifact </div> <div> When this artifact enters, each opponent sacrifices a creature of their choice. Craft with creature {4}{B} ({4}{B}, Exile this artifact, Exile a creature you control or a creature card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.) </div> <div> <div>BACK FACE</div> <div> Consuming Sepulcher </div> <div> Artifact </div> <div> At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> </div>	<div> <div> Tithing Blade 1B </div> <div> Artifact </div> <div> When this artifact enters, each opponent sacrifices a creature of their choice. Craft with creature {4}{B} ({4}{B}, Exile this artifact, Exile a creature you control or a creature card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.) </div> <div> <div>BACK FACE</div> <div> Consuming Sepulcher </div> <div> Artifact </div> <div> At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> </div>
<div> <div> Dawnbringer Cleric 1W </div> <div> Creature -- Human Cleric </div> <div> When this creature enters, choose one -- <ul style="list-style-type: none"> * Cure Wounds -- You gain 2 life. * Dispel Magic -- Destroy target enchantment. * Gentle Repose -- Exile target card from a graveyard. <div>[sideboard]</div> </div> <div> <div>1/3</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Dawnbringer Cleric 1W </div> <div> Creature -- Human Cleric </div> <div> When this creature enters, choose one -- <ul style="list-style-type: none"> * Cure Wounds -- You gain 2 life. * Dispel Magic -- Destroy target enchantment. * Gentle Repose -- Exile target card from a graveyard. <div>[sideboard]</div> </div> <div> <div>1/3</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Electrickery R </div> <div> Instant </div> <div> Electrickery deals 1 damage to target creature you don't control. Overload {1}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Electrickery R </div> <div> Instant </div> <div> Electrickery deals 1 damage to target creature you don't control. Overload {1}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>

<p>Gorilla Shaman (R)</p> <p>Creature -- Ape Shaman</p> <hr/> <p>{X}{X}{1}: Destroy target noncreature artifact with mana value X.</p> <p>[sideboard]</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Gorilla Shaman (R)</p> <p>Creature -- Ape Shaman</p> <hr/> <p>{X}{X}{1}: Destroy target noncreature artifact with mana value X.</p> <p>[sideboard]</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Navigator's Compass (1)</p> <p>Artifact</p> <hr/> <p>When this artifact enters, you gain 3 life.</p> <p>{T}: Until end of turn, target land you control becomes the basic land type of your choice in addition to its other types.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Navigator's Compass (1)</p> <p>Artifact</p> <hr/> <p>When this artifact enters, you gain 3 life.</p> <p>{T}: Until end of turn, target land you control becomes the basic land type of your choice in addition to its other types.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Omen of the Dead (B)</p> <p>Enchantment</p> <hr/> <p>Flash</p> <p>When this enchantment enters, return target creature card from your graveyard to your hand.</p> <p>{2}{B}, Sacrifice this enchantment: Scry 2.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Relic of Progenitus (1)</p> <p>Artifact</p> <hr/> <p>{T}: Target player exiles a card from their graveyard.</p> <p>{1}, Exile this artifact: Exile all graveyards. Draw a card.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Relic of Progenitus (1)</p> <p>Artifact</p> <hr/> <p>{T}: Target player exiles a card from their graveyard.</p> <p>{1}, Exile this artifact: Exile all graveyards. Draw a card.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Relic of Progenitus (1)</p> <p>Artifact</p> <hr/> <p>{T}: Target player exiles a card from their graveyard.</p> <p>{1}, Exile this artifact: Exile all graveyards. Draw a card.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

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

Revoke Existence

1W

Sorcery

Exile target artifact or enchantment.

[sideboard]

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Revoke Existence

1W

Sorcery

Exile target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tithing Blade

1B

Artifact

When this artifact enters, each opponent sacrifices a creature of their choice. Craft with creature {4}{B} ({4}{B}), Exile this artifact, Exile a creature you control or a creature card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)

[sideboard]

BACK FACE

Consuming Sepulcher

Artifact

At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life.

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Playtest cards - Talruadh - Pauper (Pauper League)

sheet 10/10 - 3 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.