

## Authority of the Consuls (W)

## Enchantment

Creatures your opponents control enter tapped.

Whenever a creature an opponent controls enters, you gain 1 life.

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## Beza, the Bounding Spring (2)(W)(W)

Legendary Creature -- Elemental Elk

When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.

4/5

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4/5

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## Brushland

Land

{T}: Add {C}.  
{T}: Add {G} or {W}. This land deals  
1 damage to you.

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## Brush Land

Land

```
{T}: Add {C}.
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1 damage to you.
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## Brushland

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② ③

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)

Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn.

{W}: Level 2

When this Class becomes level 2, create a token that's a copy of target token you control.

{3}{W}: Level 3

Creature tokens you control get +2/+2.

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① ② W

Artifact -- Food

When this artifact enters and when you sacrifice it, create a 1/1 white Rabbit creature token and scry 1. (Look at the top card of your library. You may put that card on the bottom.)  
{2}, {T}, Sacrifice this artifact: You gain 3 life.

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① ② W

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{2}, {T}, Sacrifice this artifact: You gain 3 life.

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W

Instant

Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.

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| <b>Elspeth, Storm Slayer</b> ③④⑤<br>Legendary Planeswalker -- Elspeth<br>If one or more tokens would be created under your control, twice that many of those tokens are created instead.<br>[+1]: Create a 1/1 white Soldier creature token.<br>[0]: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn.<br>[-3]: Destroy target creature an opponent controls with mana value 3 or greater.<br><div>L 5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Elspeth, Storm Slayer</b> ③④⑤<br>Legendary Planeswalker -- Elspeth<br>If one or more tokens would be created under your control, twice that many of those tokens are created instead.<br>[+1]: Create a 1/1 white Soldier creature token.<br>[0]: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn.<br>[-3]: Destroy target creature an opponent controls with mana value 3 or greater.<br><div>L 5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Elspeth, Storm Slayer</b> ③④⑤<br>Legendary Planeswalker -- Elspeth<br>If one or more tokens would be created under your control, twice that many of those tokens are created instead.<br>[+1]: Create a 1/1 white Soldier creature token.<br>[0]: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn.<br>[-3]: Destroy target creature an opponent controls with mana value 3 or greater.<br><div>L 5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                        |
| <b>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                    | <b>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                    | <b>Fountainport</b><br>Land<br>{T}: Add {C}.<br>{2}, {T}, Sacrifice a token: Draw a card.<br>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br>{4}, {T}: Create a Treasure token.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                             | <b>Fountainport</b><br>Land<br>{T}: Add {C}.<br>{2}, {T}, Sacrifice a token: Draw a card.<br>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br>{4}, {T}: Create a Treasure token.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

① ② W

Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Target creature you control explodes. Activate only as a sorcery.")

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {G}.  
{T}: Add {W}. Activate only if you control a Forest or a Plains.

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## Land

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{T}: Add {G}.  
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## Land -- Forest Plains

({{T}}: Add {G} or {W}.)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your  
library. You may put it into your  
graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Forest Plains

(**{T}**): Add **{G}** or **{W}**.)  
This land enters tapped.  
When this land enters, surveil 1.  
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| <div>Lush Portico</div> <div>Land -- Forest Plains</div> <div>           ({T}: Add {G} or {W}.)<br/>           This land enters tapped.<br/>           When this land enters, surveil 1.<br/>           (Look at the top card of your library. You may put it into your graveyard.)         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                  | <div>Lush Portico</div> <div>Land -- Forest Plains</div> <div>           ({T}: Add {G} or {W}.)<br/>           This land enters tapped.<br/>           When this land enters, surveil 1.<br/>           (Look at the top card of your library. You may put it into your graveyard.)         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                  | <div>Overlord of the Hauntwoods 3GG</div> <div>Enchantment Creature -- Avatar Horror</div> <div>           Impending 4--{1}{G}{G} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>           Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type.         </div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Overlord of the Hauntwoods 3GG</div> <div>Enchantment Creature -- Avatar Horror</div> <div>           Impending 4--{1}{G}{G} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>           Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type.         </div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
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| <div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             | <div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                | <div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        |
| <div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Restless Prairie</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {G} or {W}.<br/>{2}{G}{W}: This land becomes a 3/3 green and white Llama creature until end of turn. It's still a land. Whenever this land attacks, other creatures you control get +1/+1 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ride's End</div><div>Instant</div><div>This spell costs {3} less to cast if it targets a tapped permanent.<br/>Exile target creature or Vehicle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ride's End</div><div>Instant</div><div>This spell costs {3} less to cast if it targets a tapped permanent.<br/>Exile target creature or Vehicle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Ride's End</b> (4)(W)         Instant <p>This spell costs {3} less to cast if it targets a tapped permanent.<br/>Exile target creature or Vehicle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Ride's End</b> (4)(W)         Instant <p>This spell costs {3} less to cast if it targets a tapped permanent.<br/>Exile target creature or Vehicle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Season of the Burrow</b> (3)(W)(W)         Sorcery <p>Choose up to five {P} worth of modes. You may choose the same mode more than once.<br/>{P} -- Create a 1/1 white Rabbit creature token.<br/>{P}{P} -- Exile target nonland permanent. Its controller draws a card.<br/>{P}{P}{P} -- Return target permanent card with mana value 3 or less from your graveyard to the battlefield with an indestructible counter on it.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Split Up</b> (1)(W)(W)         Sorcery <p>Choose one --<br/>* Destroy all tapped creatures.<br/>* Destroy all untapped creatures.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                            |
| <b>Split Up</b> (1)(W)(W)         Sorcery <p>Choose one --<br/>* Destroy all tapped creatures.<br/>* Destroy all untapped creatures.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                  | <b>Split Up</b> (1)(W)(W)         Sorcery <p>Choose one --<br/>* Destroy all tapped creatures.<br/>* Destroy all untapped creatures.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                  | <b>Sunfall</b> (3)(W)(W)         Sorcery <p>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                  | <b>Sunfall</b> (3)(W)(W)         Sorcery <p>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

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| <p><b>Up the Beanstalk</b> (1)(G)</p> <p>Enchantment</p> <p>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                | <p><b>Up the Beanstalk</b> (1)(G)</p> <p>Enchantment</p> <p>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                   | <p><b>Up the Beanstalk</b> (1)(G)</p> <p>Enchantment</p> <p>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                   | <p><b>Up the Beanstalk</b> (1)(G)</p> <p>Enchantment</p> <p>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                              |
| <p><b>Elesh Norn, Mother of Machines</b> (4)(W)</p> <p>Legendary Creature -- Phyrexian Praetor</p> <p>Vigilance<br/>If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. Permanents entering don't cause abilities of permanents your opponents control to trigger.</p> <p>[sideboard]</p> <p>4/7</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Ghost Vacuum</b> (1)</p> <p>Artifact</p> <p>{T}: Exile target card from a graveyard.<br/>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Ghost Vacuum</b> (1)</p> <p>Artifact</p> <p>{T}: Exile target card from a graveyard.<br/>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Heritage Reclamation</b> (1)(G)</p> <p>Instant</p> <p>Choose one --<br/>* Destroy target artifact.<br/>* Destroy target enchantment.<br/>* Exile up to one target card from a graveyard. Draw a card.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |





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| <div> <div>Voice of Victory</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Bard</div> <div> <div>Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.</div> <div>[sideboard]</div> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> | <div> <div>Voice of Victory</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Bard</div> <div> <div>Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.</div> <div>[sideboard]</div> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> | <div> <div>Voice of Victory</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Bard</div> <div> <div>Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.</div> <div>[sideboard]</div> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> |  |
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Playtest cards - SonOfThanatos - Standard (Oversized Standard - SCG CON Hartford - Friday

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 10/10 - 3 cards - 2.5 x 3.5 in each