

Behold the Multiverse ③① Instant Scry 2, then draw two cards. Foretell {1}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Behold the Multiverse ③① Instant Scry 2, then draw two cards. Foretell {1}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Behold the Multiverse ③① Instant Scry 2, then draw two cards. Foretell {1}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Behold the Multiverse ③① Instant Scry 2, then draw two cards. Foretell {1}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Bloodchief's Thirst Ⓑ Sorcery Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.) Destroy target creature or planeswalker with mana value 2 or less. If this spell was kicked, instead destroy target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodchief's Thirst Ⓑ Sorcery Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.) Destroy target creature or planeswalker with mana value 2 or less. If this spell was kicked, instead destroy target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brightclimb Pathway Card ----- OTHER FACE ----- Brightclimb Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brightclimb Pathway Card ----- OTHER FACE ----- Brightclimb Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Divide by Zero Instant Return target spell or permanent with mana value 1 or greater to its owner's hand. Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Divide by Zero Instant Return target spell or permanent with mana value 1 or greater to its owner's hand. Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Divide by Zero Instant Return target spell or permanent with mana value 1 or greater to its owner's hand. Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Divide by Zero Instant Return target spell or permanent with mana value 1 or greater to its owner's hand. Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Fading Hope U Instant Return target creature to its owner's hand. If its mana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fading Hope U Instant Return target creature to its owner's hand. If its mana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Field of Ruin Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Field of Ruin Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hengegate Pathway Land {T}: Add {W}. ----- BACK FACE ----- Mistgate Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hengegate Pathway Land {T}: Add {W}. ----- BACK FACE ----- Mistgate Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hengegate Pathway Land {T}: Add {W}. ----- BACK FACE ----- Mistgate Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hengegate Pathway Land {T}: Add {W}. ----- BACK FACE ----- Mistgate Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Hive of the Eye Tyrant Land If you control two or more other lands, this land enters tapped. {T}: Add {B}. {3}{B}: Until end of turn, this land becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land. 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

Jwari Disruption 1 U Instant Counter target spell unless its controller pays {1}. ----- BACK FACE ----- Jwari Ruins Land This land enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev Jwari Disruption 1 U Instant Counter target spell unless its controller pays {1}. ----- BACK FACE ----- Jwari Ruins Land This land enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <tr><td> Lier, Disciple of the Drowned 3 U U Legendary Creature -- Human Wizard Spells can't be countered. Each instant and sorcery card in your graveyard has flashback. The flashback cost is equal to that card's mana cost. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev Lier, Disciple of the Drowned 3 U U Legendary Creature -- Human Wizard Spells can't be countered. Each instant and sorcery card in your graveyard has flashback. 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Vanishing Verse W B Instant Exile target monocolored permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vanishing Verse W B Instant Exile target monocolored permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vanishing Verse W B Instant Exile target monocolored permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vanishing Verse W B Instant Exile target monocolored permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Environmental Sciences 2 Sorcery -- Lesson Search your library for a basic land card, reveal it, put it into your hand, then shuffle. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Go Blank 2 B Sorcery Target player discards two cards. Then exile that player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Go Blank 2 B Sorcery Target player discards two cards. Then exile that player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Go Blank 2 B Sorcery Target player discards two cards. Then exile that player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Malevolent Hermit 1 U Creature -- Human Wizard {U}, Sacrifice this creature: Counter target noncreature spell unless its controller pays {3}. Disturb {2}{U} (You may cast this card from your graveyard transformed for its disturb cost.) [sideboard] 2/1 BACK FACE Benevolent Geist Creature -- Spirit Wizard Flying Noncreature spells you control can't be countered. If Benevolent Geist would be put into a graveyard from anywhere, exile it instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Malevolent Hermit 1 U Creature -- Human Wizard {U}, Sacrifice this creature: Counter target noncreature spell unless its controller pays {3}. Disturb {2}{U} (You may cast this card from your graveyard transformed for its disturb cost.) [sideboard] 2/1 BACK FACE Benevolent Geist Creature -- Spirit Wizard Flying Noncreature spells you control can't be countered. If Benevolent Geist would be put into a graveyard from anywhere, exile it instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Malevolent Hermit 1 U Creature -- Human Wizard {U}, Sacrifice this creature: Counter target noncreature spell unless its controller pays {3}. Disturb {2}{U} (You may cast this card from your graveyard transformed for its disturb cost.) [sideboard] 2/1 BACK FACE Benevolent Geist Creature -- Spirit Wizard Flying Noncreature spells you control can't be countered. If Benevolent Geist would be put into a graveyard from anywhere, exile it instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mascot Exhibition 7 Sorcery -- Lesson Create a 2/1 white and black Inkling creature token with flying, a 3/2 red and white Spirit creature token, and a 4/4 blue and red Elemental creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ray of Enfeeblement B Instant Target creature gets -4/-1 until end of turn. If that creature is white, it gets -4/-4 until end of turn instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ray of Enfeeblement B Instant Target creature gets -4/-1 until end of turn. If that creature is white, it gets -4/-4 until end of turn instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shadows' Verdict 3 B B Sorcery Exile all creatures and planeswalkers with mana value 3 or less from the battlefield and all creature and planeswalker cards with mana value 3 or less from all graveyards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shadows' Verdict 3 B B Sorcery Exile all creatures and planeswalkers with mana value 3 or less from the battlefield and all creature and planeswalker cards with mana value 3 or less from all graveyards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - SonyaBlade - 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 9/10 - 8 cards - 2.5 x 3.5 in each

Soul Shatter 2B Instant Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul Shatter 2B Instant Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Teachings of the Archaics 2U Sorcery -- Lesson If an opponent has more cards in hand than you, draw two cards. Draw three cards instead if an opponent has at least four more cards in hand than you. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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