

Alesha, Who Laughs at Fate (1)(B)(R) Legendary Creature -- Human Warrior First strike Whenever Alesha attacks, put a +1/+1 counter on it. Raid -- At the beginning of your end step, if you attacked this turn, return target creature card with mana value less than or equal to Alesha's power from your graveyard to the battlefield. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Alesha, Who Laughs at Fate (1)(B)(R) Legendary Creature -- Human Warrior First strike Whenever Alesha attacks, put a +1/+1 counter on it. Raid -- At the beginning of your end step, if you attacked this turn, return target creature card with mana value less than or equal to Alesha's power from your graveyard to the battlefield. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Archangel Elspeth (2)(W)(W) Legendary Planeswalker -- Elspeth [+1]: Create a 1/1 white Soldier creature token with lifelink. [-2]: Put two +1/+1 counters on target creature. It becomes an Angel in addition to its other types and gains flying. [-6]: Return all nonland permanent cards with mana value 3 or less from your graveyard to the battlefield. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Archangel Elspeth (2)(W)(W) Legendary Planeswalker -- Elspeth [+1]: Create a 1/1 white Soldier creature token with lifelink. [-2]: Put two +1/+1 counters on target creature. It becomes an Angel in addition to its other types and gains flying. [-6]: Return all nonland permanent cards with mana value 3 or less from your graveyard to the battlefield. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Aurelia, the Law Above (3)(R)(W) Legendary Creature -- Angel Flying, vigilance, haste Whenever a player attacks with three or more creatures, you draw a card. Whenever a player attacks with five or more creatures, Aurelia deals 3 damage to each of your opponents and you gain 3 life. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Callous Sell-Sword 1B Creature -- Human Soldier This creature enters with a +1/+1 counter on it for each creature that died under your control this turn. 2/2 Burn Together R Sorcery -- Adventure Target creature you control deals damage equal to its power to any other target. Then sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Caves of Koilos Land {T}: Add {C}. {T}: Add {W} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Charming Scoundrel 1R Creature -- Human Rogue Haste When this creature enters, choose one -- * Discard a card, then draw a card. * Create a Treasure token. * Create a Wicked Role token attached to target creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Charming Scoundrel 1R Creature -- Human Rogue Haste When this creature enters, choose one -- * Discard a card, then draw a card. * Create a Treasure token. * Create a Wicked Role token attached to target creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Charming Scoundrel 1R Creature -- Human Rogue Haste When this creature enters, choose one -- * Discard a card, then draw a card. * Create a Treasure token. * Create a Wicked Role token attached to target creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Charming Scoundrel 1R Creature -- Human Rogue Haste When this creature enters, choose one -- * Discard a card, then draw a card. * Create a Treasure token. * Create a Wicked Role token attached to target creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Sterling_Archer - Standard (Jaffer's Foundations Mosh Pit)

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 2/10 - 8 cards - 2.5 x 3.5 in each

Elas il-Kor, Sadistic Pilgrim (W)(B) Legendary Creature -- Phyrexian Kor Cleric Deathtouch Whenever another creature you control enters, you gain 1 life. Whenever another creature you control dies, each opponent loses 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elas il-Kor, Sadistic Pilgrim (W)(B) Legendary Creature -- Phyrexian Kor Cleric Deathtouch Whenever another creature you control enters, you gain 1 life. Whenever another creature you control dies, each opponent loses 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elas il-Kor, Sadistic Pilgrim (W)(B) Legendary Creature -- Phyrexian Kor Cleric Deathtouch Whenever another creature you control enters, you gain 1 life. Whenever another creature you control dies, each opponent loses 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Essence Channeler (1)(W) Creature -- Bat Cleric As long as you've lost life this turn, this creature has flying and vigilance. Whenever you gain life, put a +1/+1 counter on this creature. When this creature dies, put its counters on target creature you control. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Essence Channeler (1)(W) Creature -- Bat Cleric As long as you've lost life this turn, this creature has flying and vigilance. Whenever you gain life, put a +1/+1 counter on this creature. When this creature dies, put its counters on target creature you control. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Essence Channeler (1)(W) Creature -- Bat Cleric As long as you've lost life this turn, this creature has flying and vigilance. Whenever you gain life, put a +1/+1 counter on this creature. When this creature dies, put its counters on target creature you control. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Sterling_Archer - Standard (Jaffer's Foundations Mosh Pit)

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

Fabled Passage

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fabled Passage

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fountainport

Land

```
{T}: Add {C}.
{2}, {T}, Sacrifice a token: Draw a
card.
{3}, {T}, Pay 1 life: Create a 1/1
blue Fish creature token.
{4}, {T}: Create a Treasure token.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Immersturm Predator (2)(B)(R)

Creature -- Vampire Dragon

Flying
Whenever this creature becomes
tapped, exile up to one target card
from a graveyard and put a +1/+1
counter on this creature.
Sacrifice another creature: This
creature gains indestructible until
end of turn. Tap it.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Immersturm Predator (2)(B)(R)

Creature -- Vampire Dragon

Flying
Whenever this creature becomes
tapped, exile up to one target card
from a graveyard and put a +1/+1
counter on this creature.
Sacrifice another creature: This
creature gains indestructible until
end of turn. Tap it.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Immersturm Predator (2)(B)(R)

Creature -- Vampire Dragon

Flying
Whenever this creature becomes tapped, exile up to one target card from a graveyard and put a +1/+1 counter on this creature.
Sacrifice another creature: This creature gains indestructible until end of turn. Tap it.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Immersturm Predator (2)(B)(R)

Creature -- Vampire Dragon

Flying
Whenever this creature becomes tapped, exile up to one target card from a graveyard and put a +1/+1 counter on this creature.
Sacrifice another creature: This creature gains indestructible until end of turn. Tap it.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Infestation Sage (B)

Creature -- Elf Warlock

When this creature dies, create a 1/1 black and green Insect creature token with flying.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Infestation Sage (B) Creature -- Elf Warlock When this creature dies, create a 1/1 black and green Insect creature token with flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Infestation Sage (B) Creature -- Elf Warlock When this creature dies, create a 1/1 black and green Insect creature token with flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Infestation Sage (B) Creature -- Elf Warlock When this creature dies, create a 1/1 black and green Insect creature token with flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Perforating Artist (1)(B)(R) Creature -- Devil Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) Raid -- At the beginning of your end step, if you attacked this turn, each opponent loses 3 life unless that player sacrifices a nonland permanent of their choice or discards a card. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Sterling_Archer - Standard (Jaffer's Foundations Mosh Pit)

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 5/10 - 8 cards - 2.5 x 3.5 in each

Perforating Artist ①①B①R① Creature -- Devil Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) Raid -- At the beginning of your end step, if you attacked this turn, each opponent loses 3 life unless that player sacrifices a nonland permanent of their choice or discards a card. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Perforating Artist ①①B①R① Creature -- Devil Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) Raid -- At the beginning of your end step, if you attacked this turn, each opponent loses 3 life unless that player sacrifices a nonland permanent of their choice or discards a card. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Perforating Artist ①①B①R① Creature -- Devil Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) Raid -- At the beginning of your end step, if you attacked this turn, each opponent loses 3 life unless that player sacrifices a nonland permanent of their choice or discards a card. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Preacher of the Schism ②②B② Creature -- Vampire Cleric Deathtouch Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink. Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Preacher of the Schism ②②B② Creature -- Vampire Cleric Deathtouch Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink. Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Vents Land This land enters tapped. {T}: Add {B} or {R}. {1}{B}{R}: Until end of turn, this land becomes a 2/3 black and red Insect creature with menace. It's still a land. Whenever this land attacks, you may discard a card. If you do, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restless Vents Land This land enters tapped. {T}: Add {B} or {R}. {1}{B}{R}: Until end of turn, this land becomes a 2/3 black and red Insect creature with menace. It's still a land. Whenever this land attacks, you may discard a card. If you do, draw a card. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ruthless Lawbringer 1W B Creature -- Vampire Assassin When this creature enters, you may sacrifice another creature. When you do, destroy target nonland permanent. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ruthless Lawbringer 1W B Creature -- Vampire Assassin When this creature enters, you may sacrifice another creature. When you do, destroy target nonland permanent. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Searslicer Goblin 1R Creature -- Goblin Warrior Raid -- At the beginning of your end step, if you attacked this turn, create a 1/1 red Goblin creature token. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Searslicer Goblin 1R Creature -- Goblin Warrior Raid -- At the beginning of your end step, if you attacked this turn, create a 1/1 red Goblin creature token. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheltered by Ghosts 1W Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheltered by Ghosts 1W Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheltered by Ghosts 1W Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Sterling_Archer - Standard (Jaffer's Foundations Mosh Pit)

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

Sulfurous Springs

Land

{T}: Add {C}.
{T}: Add {B} or {R}. This land deals
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land - - Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land - - Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Authority of the Consuls (W)

Enchantment

Creatures your opponents control enter tapped.
Whenever a creature an opponent controls enters, you gain 1 life.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Authority of the Consuls (W)

Enchantment

Creatures your opponents control enter tapped.
Whenever a creature an opponent controls enters, you gain 1 life.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brotherhood's End (1)(R)(R)

Sorcerv

```
Choose one --
* Brotherhood's End deals 3 damage
to each creature and each
planeswalker.
* Destroy all artifacts with mana
value 3 or less.
```

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brotherhood's End (1)(R)(R)

Sorcerv

```
Choose one --
* Brotherhood's End deals 3 damage
to each creature and each
planeswalker.
* Destroy all artifacts with mana
value 3 or less.
```

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 W W

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 W W

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

Choose two --

- * Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.
- * Destroy each creature with power 2 or less.
- * Return up to two creature cards from your graveyard to your hand.
- * Each opponent sacrifices a creature with the greatest power among creatures they control.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑧

Flash
When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑧

Flash
When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①BB

Flying
Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)
Lifelink (Damage dealt by this creature also causes you to gain that much life.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/3

Vampire Nighthawk 1 B B Creature -- Vampire Shaman Flying Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) Lifelink (Damage dealt by this creature also causes you to gain that much life.) [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Voldaren Thrillseeker 2 R Creature -- Vampire Warrior Backup 2 (When this creature enters, put two +1/+1 counters on target creature. If that's another creature, it gains the following ability until end of turn.) {1}, Sacrifice this creature: It deals damage equal to its power to any target. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Voldaren Thrillseeker 2 R Creature -- Vampire Warrior Backup 2 (When this creature enters, put two +1/+1 counters on target creature. If that's another creature, it gains the following ability until end of turn.) {1}, Sacrifice this creature: It deals damage equal to its power to any target. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	