Acrobatic Leap (W)

Instant

Target creature gets +1/+3 and gains flying until end of turn. Untap it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Acrobatic Leap (W)

Instant

Target creature gets +1/+3 and gains flying until end of turn. Untap it.

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Target creature gets +1/+3 and gains flying until end of turn. Untap it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enter the Avatar State (W)

Instant -- Lesson

Until end of turn, target creature you control becomes an Avatar in addition to its other types and gains flying, first strike, lifelink, and hexproof. (A creature with hexproof can't be the target of spells or abilities your opponents control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant -- Lesson

Until end of turn, target creature you control becomes an Avatar in addition to its other types and gains flying, first strike, lifelink, and hexproof. (A creature with hexproof can't be the target of spells or abilities your opponents control.)

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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.

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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 - Batoshi - Timeless (Timeless Weekly League - BO3) sheet 1/10 - 8 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.

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{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

Feat of Resistance {1}{W}

Instant

Put a +1/+1 counter on target creature you control. It gains protection from the color of your choice until end of turn. (It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything of that color.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gods Willing {W}

Instant

Target creature you control gains protection from the color of your choice until end of turn. (It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything of that color.)
Scry 1.

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Scry 1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Guiding Voice {W}

Sorcery

Put a +1/+1 counter on target creature.
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.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Homestead Courage {W}

Sorcery

Put a +1/+1 counter on target creature you control. It gains vigilance until end of turn.
Flashback {W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Illuminator Virtuoso {1}{W}

Creature -- Human Rogue

Double strike
Whenever this creature becomes the target of a spell you control, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jawbone Duelist {1}{W}

Creature -- Phyrexian Soldier

Double strike
Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)

1/1

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Double strike
Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leonin Lightscribe {1}{W}

Creature -- Cat Cleric

Magecraft -- Whenever you cast or copy an instant or sorcery spell, creatures you control get +1/+1 until end of turn.

2/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lion Sash {1}{W}

Artifact Creature -- Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on this permanent.
Equipped creature gets +1/+1 for each +1/+1 counter on this Equipment.
Reconfigure {2} ({2}: Attach to target creature you control; or unattach from a creature.
Reconfigure only as a sorcery. While attached, this isn't a creature.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Batoshi - Timeless (Timeless Weekly League - BO3) sheet 4/10 - 8 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.

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Equipped creature gets +1/+1 for each +1/+1 counter on this Equipment.
Reconfigure {2} ({2}: Attach to target creature you control; or unattach from a creature.
Reconfigure only as a sorcery. While attached, this isn't a creature.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ollenbock Escort {W}

Creature -- Human Cleric

Vigilance
Sacrifice this creature: Target creature you control with a +1/+1 counter on it gains lifelink and indestructible until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Human Cleric

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Sacrifice this creature: Target creature you control with a +1/+1 counter on it gains lifelink and indestructible until end of turn.

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Sacrifice this creature: Target creature you control with a +1/+1 counter on it gains lifelink and indestructible until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ossification {1}{W}

Enchantment -- Aura

Enchant basic land you control
When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Path to Exile {W}

Instant

Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Batoshi - Timeless (Timeless Weekly League - BO3) sheet 5/10 - 8 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.

Path to Exile (W)

Instant

Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Path to Exile (W)

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Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rogue's Passage

Land

{T}: Add {C}.
{4}, {T}: Target creature can't be blocked this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aang's Journey {2}

Sorcery -- Lesson

Kicker {2} (You may pay an additional {2} as you cast this spell.)
Search your library for a basic land card. If this spell was kicked, instead search your library for a basic land card and a Shrine card. Reveal those cards, put them into your hand, then shuffle.
You gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elspeth Resplendent {3}{W}{W}

Legendary Planeswalker -- Elspeth

[+1]: Choose up to one target creature. Put a +1/+1 counter and a counter from among flying, first strike, lifelink, or vigilance on it.
[-3]: Look at the top seven cards of your library. You may put a permanent card with mana value 3 or less from among them onto the battlefield with a shield counter on it. Put the rest on the bottom of your library in a random order.
[-7]: Create five 3/3 white Angel creature tokens with flying.

[sideboard]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Planeswalker -- Elspeth

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[-7]: Create five 3/3 white Angel creature tokens with flying.

[sideboard]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Expanded Anatomy {3}

Sorcery -- Lesson

Put two +1/+1 counters on target creature. It gains vigilance until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Batoshi - Timeless (Timeless Weekly League - BO3) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Expanded Anatomy {3}

Sorcery -- Lesson

Put two +1/+1 counters on target creature. It gains vigilance until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gaea's Blessing {1}{G}

Sorcery

Target player shuffles up to three target cards from their graveyard into their library.
Draw a card.
When this card is put into your graveyard from your library, shuffle your graveyard into your library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Draw a card.
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[sideboard]

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Draw a card.
When this card is put into your graveyard from your library, shuffle your graveyard into your library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heliod's Intervention {X}{W}{W}

Instant

Choose one --
* Destroy X target artifacts and/or enchantments.
* Target player gains twice X life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shadowspear {1}

Legendary Artifact -- Equipment

Equipped creature gets +1/+1 and has trample and lifelink.
{1}: Permanents your opponents control lose hexproof and indestructible until end of turn.
Equip {2}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Artifact -- Equipment

Equipped creature gets +1/+1 and has trample and lifelink.
{1}: Permanents your opponents control lose hexproof and indestructible until end of turn.
Equip {2}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spectacular Pileup {3}{W}{W}

Sorcery

All creatures and Vehicles lose indestructible until end of turn, then destroy all creatures and Vehicles.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Batoshi - Timeless (Timeless Weekly League - BO3) sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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Yip Yip! (W)

Instant -- Lesson

Target creature you control gets +2/+2 until end of turn. If that creature is an Ally, it also gains flying until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yip Yip! (W)

Instant -- Lesson

Target creature you control gets +2/+2 until end of turn. If that creature is an Ally, it also gains flying until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zuko's Exile (5)

Instant -- Lesson

Exile target artifact, creature, or enchantment. Its controller creates a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Batoshi - Timeless (Timeless Weekly League - BO3) 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.