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City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Creative Technique (4)(R) Sorcery Demonstrate (When you cast this spell, you may copy it. If you do, choose an opponent to also copy it.) Shuffle your library, then reveal cards from the top of it until you reveal a nonland card. Exile that card and put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Creative Technique (4)(R) Sorcery Demonstrate (When you cast this spell, you may copy it. If you do, choose an opponent to also copy it.) Shuffle your library, then reveal cards from the top of it until you reveal a nonland card. Exile that card and put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Creative Technique (4)(R) Sorcery Demonstrate (When you cast this spell, you may copy it. If you do, choose an opponent to also copy it.) Shuffle your library, then reveal cards from the top of it until you reveal a nonland card. Exile that card and put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Creative Technique (4)(R) Sorcery Demonstrate (When you cast this spell, you may copy it. If you do, choose an opponent to also copy it.) Shuffle your library, then reveal cards from the top of it until you reveal a nonland card. Exile that card and put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Emrakul, the Aeons Torn (15) Legendary Creature -- Eldrazi This spell can't be countered. When you cast this spell, take an extra turn after this one. Flying, protection from spells that are one or more colors, annihilator 6 When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library. 15/15 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emrakul, the Aeons Torn (15) Legendary Creature -- Eldrazi This spell can't be countered. When you cast this spell, take an extra turn after this one. Flying, protection from spells that are one or more colors, annihilator 6 When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library. 15/15 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emrakul, the Aeons Torn (15) Legendary Creature -- Eldrazi This spell can't be countered. When you cast this spell, take an extra turn after this one. Flying, protection from spells that are one or more colors, annihilator 6 When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library. 15/15 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Etali, Primal Conqueror (5)(R)(R) Legendary Creature -- Elder Dinosaur Trample When Etali enters, each player exiles cards from the top of their library until they exile a nonland card. You may cast any number of spells from among the nonland cards exiled this way without paying their mana costs. {9}{G/P}: Transform Etali. Activate only as a sorcery. 7/7 ----- BACK FACE ----- Etali, Primal Sickness Legendary Creature -- Phyrexian Elder Dinosaur Trample, indestructible Whenever Etali deals combat damage to a player, they get that many poison counters. (A player with ten or more poison counters loses the game.) 11/11 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kahn_Sado - Legacy (Mont Weekly Legacy)

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

One with the Multiverse 6UUU Enchantment You may look at the top card of your library any time. You may play lands and cast spells from the top of your library. Once during each of your turns, you may cast a spell from your hand or the top of your library without paying its mana cost. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	One with the Multiverse 6UUU Enchantment You may look at the top card of your library any time. You may play lands and cast spells from the top of your library. Once during each of your turns, you may cast a spell from your hand or the top of your library without paying its mana cost. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	One with the Multiverse 6UUU Enchantment You may look at the top card of your library any time. You may play lands and cast spells from the top of your library. Once during each of your turns, you may cast a spell from your hand or the top of your library without paying its mana cost. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Otawara, Soaring City Legendary Land {T}: Add {U}. Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Otawara, Soaring City Legendary Land {T}: Add {U}. Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sakashima's Protege 4UUU Creature -- Shapeshifter Flash Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) You may have this creature enter as a copy of any permanent that entered this turn. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sakashima's Protege 4UUU Creature -- Shapeshifter Flash Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) You may have this creature enter as a copy of any permanent that entered this turn. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sakashima's Protege (4)(U)(U) Creature -- Shapeshifter Flash Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) You may have this creature enter as a copy of any permanent that entered this turn. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sakashima's Protege (4)(U)(U) Creature -- Shapeshifter Flash Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) You may have this creature enter as a copy of any permanent that entered this turn. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sandstone Needle Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {R}{R}. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Saprazzan Skerry Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {U}{U}. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Saprazzan Skerry Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {U}{U}. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Saprazzan Skerry Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {U}{U}. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Show and Tell Sorcery Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Throes of Chaos Sorcery Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) Retrace (You may cast this card from your graveyard by discarding a land card in addition to paying its other costs.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Throes of Chaos Sorcery Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) Retrace (You may cast this card from your graveyard by discarding a land card in addition to paying its other costs.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thundering Falls Land -- Island Mountain {T}: Add {U} or {R}.) 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 PLAYbotbox.dev	Trumpeting Carnosaur Creature -- Dinosaur Trample When this creature enters, discover 5. {2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - Kahn_Sado - Legacy (Mont Weekly Legacy)

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Arcane Artisan (2)(U) Creature -- Human Wizard {2}{U}, {T}: Target player draws a card, then exiles a card from their hand. If a creature card is exiled this way, that player creates a token that's a copy of that card. When this creature leaves the battlefield, exile all tokens created with it at the beginning of the next end step. [sideboard] 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Daze (1)(U) Instant You may return an Island you control to its owner's hand rather than pay this spell's mana cost. Counter target spell unless its controller pays {1}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Daze (1)(U) Instant You may return an Island you control to its owner's hand rather than pay this spell's mana cost. Counter target spell unless its controller pays {1}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Negation (1)(U)(U) Instant If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U U

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.
Counter target spell.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Nonbasic lands are Mountains.

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2/2

5 U U

Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)

Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5/7

5 U U

Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)
Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5/7

Mirrorshell Crab

5UU

Artifact Creature -- Crab

Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)
Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}.

[sideboard]

5/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev

Yggdrasil, Rebirth Engine ③

Legendary Artifact

When Yggdrasil enters, exile all creature cards from your graveyard.
{T}: Exile the top three cards of your library.
{4}, {T}: Put a creature card exiled with Yggdrasil onto the battlefield under your control. It gains haste until end of turn. Activate only as a sorcery.

[sideboard]

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