

Azog, Moria's Ruin (2)(B) Legendary Creature -- Goblin Soldier When Azog enters, destroy up to one other target creature. Its controller amasses Goblins X, where X is that creature's power. If you controlled that creature, draw a card. (To amass Goblins X, that player puts X +1/+1 counters on an Army they control. It's also a Goblin. If they don't control an Army, they create a 0/0 black Goblin Army creature token first.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Azog, Moria's Ruin (2)(B) Legendary Creature -- Goblin Soldier When Azog enters, destroy up to one other target creature. Its controller amasses Goblins X, where X is that creature's power. If you controlled that creature, draw a card. (To amass Goblins X, that player puts X +1/+1 counters on an Army they control. It's also a Goblin. If they don't control an Army, they create a 0/0 black Goblin Army creature token first.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Azog, Moria's Ruin (2)(B) Legendary Creature -- Goblin Soldier When Azog enters, destroy up to one other target creature. Its controller amasses Goblins X, where X is that creature's power. If you controlled that creature, draw a card. (To amass Goblins X, that player puts X +1/+1 counters on an Army they control. It's also a Goblin. If they don't control an Army, they create a 0/0 black Goblin Army creature token first.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bleachbone Verge Land {T}: Add {B}. {T}: Add {W}. Activate only if you control a Plains or a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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1 B G

Artifact

Whenever a creature you control dies, each opponent loses 1 life and you gain 1 life.

{1}{B}{G}, {T}, Sacrifice a creature: Return target creature card from your graveyard to the battlefield. Activate only as a sorcery.

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Creature -- Bat

Flying, lifelink
When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

1/1

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① ②

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When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

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① ②

Enchantment

Whenever one or more artifact and/or creature cards leave your graveyard, you gain 1 life.

When this enchantment enters, mill four cards. You may put an artifact, creature, or land card from among the milled cards into your hand. (To mill four cards, put the top four cards of your library into your graveyard.)

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Creature -- Elf Druid

Vigilance

This creature enters prepared.
Whenever this creature attacks, if you control eight or more lands, this creature becomes prepared.

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Sorcery

Return target card from your graveyard to your hand.

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Emeritus of Abundance 26 Creature -- Elf Druid Vigilance This creature enters prepared. Whenever this creature attacks, if you control eight or more lands, this creature becomes prepared. 3/4 ----- OTHER FACE ----- Regrowth 16 Sorcery Return target card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Emeritus of Abundance 26 Creature -- Elf Druid Vigilance This creature enters prepared. Whenever this creature attacks, if you control eight or more lands, this creature becomes prepared. 3/4 ----- OTHER FACE ----- Regrowth 16 Sorcery Return target card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Emeritus of Truce 1W3 Creature -- Cat Cleric When this creature enters, target player creates a 1/1 white and black Inkling creature token with flying. Then if an opponent controls more creatures than you, this creature becomes prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.) 3/3 ----- OTHER FACE ----- Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Emeritus of Truce 1W3 Creature -- Cat Cleric When this creature enters, target player creates a 1/1 white and black Inkling creature token with flying. Then if an opponent controls more creatures than you, this creature becomes prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.) 3/3 ----- OTHER FACE ----- Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Fix What's Broken 2WB Sorcery As an additional cost to cast this spell, pay X life. Return each artifact and creature card with mana value X from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fix What's Broken 2WB Sorcery As an additional cost to cast this spell, pay X life. Return each artifact and creature card with mana value X from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fix What's Broken 2WB Sorcery As an additional cost to cast this spell, pay X life. Return each artifact and creature card with mana value X from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Godless Shrine Land -- Plains Swamp {T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hushwood Verge Land {T}: Add {G}. {T}: Add {W}. Activate only if you control a Forest or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hushwood Verge Land {T}: Add {G}. {T}: Add {W}. Activate only if you control a Forest or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quag Feast1B Sorcery Choose target creature, planeswalker, or Vehicle. Mill two cards, then destroy the chosen permanent if its mana value is less than or equal to the number of cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quag Feast1B Sorcery Choose target creature, planeswalker, or Vehicle. Mill two cards, then destroy the chosen permanent if its mana value is less than or equal to the number of cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quag Feast1B Sorcery Choose target creature, planeswalker, or Vehicle. Mill two cards, then destroy the chosen permanent if its mana value is less than or equal to the number of cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple Garden Land -- Forest Plains {T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple Garden Land -- Forest Plains {T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Temple Garden Land -- Forest Plains {T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Master of Lake-town 1BB Legendary Creature -- Human Advisor Deathtouch Whenever a player loses life, that player mills that many cards. (Damage causes loss of life.) When The Master of Lake-town dies, draw a card for each graveyard with seven or more cards in it. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Master of Lake-town 1BB Legendary Creature -- Human Advisor Deathtouch Whenever a player loses life, that player mills that many cards. (Damage causes loss of life.) When The Master of Lake-town dies, draw a card for each graveyard with seven or more cards in it. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wastewood Verge Land {T}: Add {G}. {T}: Add {B}. Activate only if you control a Swamp or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wastewood Verge Land {T}: Add {G}. {T}: Add {B}. Activate only if you control a Swamp or a Forest. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yathan Roadwatcher 1WBG Creature -- Human Scout When this creature enters, if you cast it, mill four cards. When you do, return target creature card with mana value 3 or less from your graveyard to the battlefield. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yathan Roadwatcher 1WBG Creature -- Human Scout When this creature enters, if you cast it, mill four cards. When you do, return target creature card with mana value 3 or less from your graveyard to the battlefield. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yathan Roadwatcher 1WBG Creature -- Human Scout When this creature enters, if you cast it, mill four cards. When you do, return target creature card with mana value 3 or less from your graveyard to the battlefield. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ancient Vendetta 3B Sorcery Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ancient Vendetta 3B Sorcery Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kin-Tree Severance 2WB2B2G Instant Exile target permanent with mana value 3 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kin-Tree Severance 2WB2B2G Instant Exile target permanent with mana value 3 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck1

sheet 8/10 - 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.

(2/W) (2/B) (2/G)

Exile target permanent with mana value 3 or greater.

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When this artifact enters, exile all artifacts and creatures with mana value 2 or less until this artifact leaves the battlefield.

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2G

When this creature enters, you may destroy target artifact or enchantment.

2/1

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3 W W

Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Destroy all creatures. If the gift was promised, return a creature card put into your graveyard this way to the battlefield under your control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 W W

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Target opponent exiles a creature they control and their graveyard.

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Witherbloom Charm B G Instant Choose one -- * You may sacrifice a permanent. If you do, draw two cards. * You gain 5 life. * Destroy target nonland permanent with mana value 2 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Witherbloom Charm B G Instant Choose one -- * You may sacrifice a permanent. If you do, draw two cards. * You gain 5 life. * Destroy target nonland permanent with mana value 2 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Witherbloom Charm B G Instant Choose one -- * You may sacrifice a permanent. If you do, draw two cards. * You gain 5 life. * Destroy target nonland permanent with mana value 2 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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