

Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cactusfolk Sureshot (2)(R)(G) Creature -- Plant Mercenary Reach Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) At the beginning of combat on your turn, other creatures you control with power 4 or greater gain trample and haste until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cactusfolk Sureshot (2)(R)(G) Creature -- Plant Mercenary Reach Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) At the beginning of combat on your turn, other creatures you control with power 4 or greater gain trample and haste until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Devastating Onslaught (X)(X)(R) Sorcery Create X tokens that are copies of target artifact or creature you control. Those tokens gain haste until end of turn. Sacrifice them at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Devastating Onslaught (X)(X)(R) Sorcery Create X tokens that are copies of target artifact or creature you control. Those tokens gain haste until end of turn. Sacrifice them at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck1

sheet 2/10 - 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.

Doc Aurlock, Grizzled Genius 1 6 U Legendary Creature -- Bear Druid Spells you cast from your graveyard or from exile cost {2} less to cast. Plotting cards from your hand costs {2} less. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Esper Origins 1 6 Sorcery Surveil 2. You gain 2 life. If this spell was cast from a graveyard, exile it, then put it onto the battlefield transformed under its owner's control with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.) Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Esper Origins 1 6 Sorcery Surveil 2. You gain 2 life. If this spell was cast from a graveyard, exile it, then put it onto the battlefield transformed under its owner's control with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.) Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Esper Origins 1 6 Sorcery Surveil 2. You gain 2 life. If this spell was cast from a graveyard, exile it, then put it onto the battlefield transformed under its owner's control with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.) Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck1 sheet 3/10 - 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.

Formidable Speaker ②⑥ Creature -- Elf Druid When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle. {1}, {T}: Untap another target permanent. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Formidable Speaker ②⑥ Creature -- Elf Druid When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle. {1}, {T}: Untap another target permanent. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Formidable Speaker ②⑥ Creature -- Elf Druid When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle. {1}, {T}: Untap another target permanent. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Lumbering Worldwagon ②⑥ Artifact -- Vehicle This Vehicle's power is equal to the number of lands you control. Whenever this Vehicle enters or attacks, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Crew 4 * / 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lumbering Worldwagon ②⑥ Artifact -- Vehicle This Vehicle's power is equal to the number of lands you control. Whenever this Vehicle enters or attacks, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Crew 4 * / 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lumbering Worldwagon ②⑥ Artifact -- Vehicle This Vehicle's power is equal to the number of lands you control. Whenever this Vehicle enters or attacks, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Crew 4 * / 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Outcaster Trailblazer ②⑥ Creature -- Human Druid When this creature enters, add one mana of any color. Whenever another creature you control with power 4 or greater enters, draw a card. Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) 4 / 2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Outcaster Trailblazer ②⑥ Creature -- Human Druid When this creature enters, add one mana of any color. Whenever another creature you control with power 4 or greater enters, draw a card. Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) 4 / 2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Outcaster Trailblazer ②⑥ Creature -- Human Druid When this creature enters, add one mana of any color. Whenever another creature you control with power 4 or greater enters, draw a card. Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) 4 / 2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Outcaster Trailblazer ②⑥ Creature -- Human Druid When this creature enters, add one mana of any color. Whenever another creature you control with power 4 or greater enters, draw a card. Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) 4 / 2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quantum Riddler (3)(U)(U) Creature -- Sphinx Flying When this creature enters, draw a card. As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead. Warp {1}{U} 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quantum Riddler (3)(U)(U) Creature -- Sphinx Flying When this creature enters, draw a card. As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead. Warp {1}{U} 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quantum Riddler (3)(U)(U) Creature -- Sphinx Flying When this creature enters, draw a card. As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead. Warp {1}{U} 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quantum Riddler (3)(U)(U) Creature -- Sphinx Flying When this creature enters, draw a card. As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead. Warp {1}{U} 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Railway Brawler (3)(G)(G) Creature -- Rhino Warrior Reach, trample Whenever another creature you control enters, put X +1/+1 counters on it, where X is its power. Plot {3}{G} (You may pay {3}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Railway Brawler (3)(G)(G) Creature -- Rhino Warrior Reach, trample Whenever another creature you control enters, put X +1/+1 counters on it, where X is its power. Plot {3}{G} (You may pay {3}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Stomping Ground Land -- Mountain Forest {T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stomping Ground Land -- Mountain Forest {T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temur Battlecrier ⓖⓊⓇ Creature -- Orc Ranger During your turn, spells you cast cost {1} less to cast for each creature you control with power 4 or greater. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temur Battlecrier ⓖⓊⓇ Creature -- Orc Ranger During your turn, spells you cast cost {1} less to cast for each creature you control with power 4 or greater. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Temur Battlecrier (G)(U)(R) Creature -- Orc Ranger During your turn, spells you cast cost {1} less to cast for each creature you control with power 4 or greater. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temur Battlecrier (G)(U)(R) Creature -- Orc Ranger During your turn, spells you cast cost {1} less to cast for each creature you control with power 4 or greater. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thornspire Verge Land {T}: Add {R}. {T}: Add {G}. Activate only if you control a Mountain or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thornspire Verge Land {T}: Add {R}. {T}: Add {G}. Activate only if you control a Mountain or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Avengers Disassembled (1)(R)(R) Sorcery Choose one or both -- * Avengers Disassembled deals 3 damage to each creature. * Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Avengers Disassembled (1)(R)(R) Sorcery Choose one or both -- * Avengers Disassembled deals 3 damage to each creature. * Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghost Vacuum (1) Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghost Vacuum (1) Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Origin of Metalbending 1G Instant -- Lesson Choose one -- * Destroy target artifact or enchantment. * Put a +1/+1 counter on target creature you control. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Origin of Metalbending 1G Instant -- Lesson Choose one -- * Destroy target artifact or enchantment. * Put a +1/+1 counter on target creature you control. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Origin of Metalbending 1G Instant -- Lesson Choose one -- * Destroy target artifact or enchantment. * Put a +1/+1 counter on target creature you control. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sear 1R Instant Sear deals 4 damage to target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sear 1R Instant Sear deals 4 damage to target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sear 1R Instant Sear deals 4 damage to target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sear 1R Instant Sear deals 4 damage to target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spectral Denial XU Instant This spell costs {1} less to cast for each creature you control with power 4 or greater. Counter target spell unless its controller pays {X}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Spectral Denial X U Instant This spell costs {1} less to cast for each creature you control with power 4 or greater. Counter target spell unless its controller pays {X}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spectral Denial X U Instant This spell costs {1} less to cast for each creature you control with power 4 or greater. Counter target spell unless its controller pays {X}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spectral Denial X U Instant This spell costs {1} less to cast for each creature you control with power 4 or greater. Counter target spell unless its controller pays {X}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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