

Archmage of Runes 3UU Creature -- Giant Wizard Instant and sorcery spells you cast cost {1} less to cast. Whenever you cast an instant or sorcery spell, draw a card. 3/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boros Charm RW Instant Choose one -- * Boros Charm deals 4 damage to target player or planeswalker. * Permanents you control gain indestructible until end of turn. * Target creature gains double strike until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boros Charm RW Instant Choose one -- * Boros Charm deals 4 damage to target player or planeswalker. * Permanents you control gain indestructible until end of turn. * Target creature gains double strike until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boros Charm RW Instant Choose one -- * Boros Charm deals 4 damage to target player or planeswalker. * Permanents you control gain indestructible until end of turn. * Target creature gains double strike until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Boros Charm RW Instant Choose one -- * Boros Charm deals 4 damage to target player or planeswalker. * Permanents you control gain indestructible until end of turn. * Target creature gains double strike until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dalkovan Encampment Land This land enters tapped unless you control a Swamp or a Mountain. {T}: Add {W}. {2}{W}, {T}: Whenever you attack this turn, create two 1/1 red Warrior creature tokens that are tapped and attacking. Sacrifice them at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dalkovan Encampment Land This land enters tapped unless you control a Swamp or a Mountain. {T}: Add {W}. {2}{W}, {T}: Whenever you attack this turn, create two 1/1 red Warrior creature tokens that are tapped and attacking. Sacrifice them at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Curiosity 2UU Enchantment Creature -- Cat Glimmer Flash Whenever a creature you control deals combat damage to a player, draw a card. When Enduring Curiosity dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exorcise 1W Sorcery Exile target artifact, enchantment, or creature with power 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exorcise 1W Sorcery Exile target artifact, enchantment, or creature with power 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exorcise 1W Sorcery Exile target artifact, enchantment, or creature with power 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exorcise 1W Sorcery Exile target artifact, enchantment, or creature with power 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Improvisation Capstone 5RR Sorcery -- Lesson Exile cards from the top of your library until you exile cards with total mana value 4 or greater. You may cast any number of spells from among them without paying their mana costs. Paradigm (Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Improvisation Capstone 5RR Sorcery -- Lesson Exile cards from the top of your library until you exile cards with total mana value 4 or greater. You may cast any number of spells from among them without paying their mana costs. Paradigm (Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

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J. Jonah Jameson (2)(R) Legendary Creature -- Human Citizen When J. Jonah Jameson enters, suspect up to one target creature. (A suspected creature has menace and can't block.) Whenever a creature you control with menace attacks, create a Treasure token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	J. Jonah Jameson (2)(R) Legendary Creature -- Human Citizen When J. Jonah Jameson enters, suspect up to one target creature. (A suspected creature has menace and can't block.) Whenever a creature you control with menace attacks, create a Treasure token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Korvold and the Noble Thief (3)(R) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I, II -- Create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) III -- Exile the top three cards of target opponent's library. You may play those cards this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Korvold and the Noble Thief (3)(R) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I, II -- Create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) III -- Exile the top three cards of target opponent's library. You may play those cards this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck)

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.

R W

Lightning Helix deals 3 damage to any target and you gain 3 life.

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① R

Lightning Strike deals 3 damage to any target.

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① R

Whenever you commit a crime, create a tapped Treasure token. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.) Sacrifice three Treasures: Create a 4/4 red Scorpion Dragon creature token with flying and haste. Activate only as a sorcery.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mocking Sprite 2 U Creature -- Faerie Rogue Flying Instant and sorcery spells you cast cost {1} less to cast. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mocking Sprite 2 U Creature -- Faerie Rogue Flying Instant and sorcery spells you cast cost {1} less to cast. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mocking Sprite 2 U Creature -- Faerie Rogue Flying Instant and sorcery spells you cast cost {1} less to cast. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mystic Monastery Land This land enters tapped. {T}: Add {U}, {R}, or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mystic Monastery Land This land enters tapped. {T}: Add {U}, {R}, or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Omniscience 7 U U U Enchantment You may cast spells from your hand without paying their mana costs. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Plains Basic Land -- Plains ({T}): Add {W} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}): Add {W} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quick Study2U Instant Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quick Study2U Instant Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Quick Study2U Instant Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quick Study2U Instant Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shiko, Paragon of the Way2URW Legendary Creature -- Spirit Dragon Flying, vigilance When Shiko enters, exile target nonland card with mana value 3 or less from your graveyard. Copy it, then you may cast the copy without paying its mana cost. (A copy of a permanent spell becomes a token.) 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shiko, Paragon of the Way2URW Legendary Creature -- Spirit Dragon Flying, vigilance When Shiko enters, exile target nonland card with mana value 3 or less from your graveyard. Copy it, then you may cast the copy without paying its mana cost. (A copy of a permanent spell becomes a token.) 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

2 U R W

Flying, vigilance
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paying its mana cost. (A copy of a
permanent spell becomes a token.)

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

This creature can't be blocked.
Whenever this creature deals combat damage to a player, choose one that hasn't been chosen --

- * Put two +1/+1 counters on this creature.
- * Draw a card.
- * This creature becomes a copy of another target creature you control.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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Whenever this creature deals combat damage to a player, choose one that hasn't been chosen --

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1/1

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② ③

When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.) Plot {2}{U} (You may pay {2}{U} 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.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {U} or {R}.

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4 U R

Whenever you cast an instant or sorcery spell, copy it for each other instant and sorcery spell you've cast before it this turn. You may choose new targets for the copies.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

University Campus Land This land enters tapped. {T}: Add {W} or {U}. {4}, {T}: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	University Campus Land This land enters tapped. {T}: Add {W} or {U}. {4}, {T}: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	University Campus Land This land enters tapped. {T}: Add {W} or {U}. {4}, {T}: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unwelcome Sprite 1U Creature -- Faerie Rogue Flying Whenever you cast a spell during an opponent's turn, surveil 2. (Look at the top two cards of your library. You may put any number of them into your graveyard and the rest on top of your library in any order.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Alesha, who Laughs at Fate 1BR 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. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	All-Out Assault 2RWB Enchantment Creatures you control get +1/+1 and have deathtouch. When this enchantment enters, if it's your main phase, there is an additional combat phase after this phase followed by an additional main phase. When you next attack this turn, untap each creature you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aurelia, the Warleader 2RRWW Legendary Creature -- Angel Flying, vigilance, haste Whenever Aurelia attacks for the first time each turn, untap all creatures you control. After this phase, there is an additional combat phase. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Charred Foyer 3R Enchantment -- Room At the beginning of your upkeep, exile the top card of your library. You may play it this turn. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) [sideboard] ----- RIGHT HALF ----- Warped Space 4RR Enchantment -- Room Once each turn, you may pay {0} rather than pay the mana cost for a spell you cast from exile. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Fire Lord Azula 1UBR Legendary Creature -- Human Noble Firebending 2 (Whenever this creature attacks, add {R}{R}. This mana lasts until end of combat.) Whenever you cast a spell while Fire Lord Azula is attacking, copy that spell. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.) [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kefka, Court Mage Card [sideboard] ----- OTHER FACE ----- Kefka, Court Mage Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kellan, the Kid GWU Legendary Creature -- Human Faerie Rogue Flying, lifelink Whenever you cast a spell from anywhere other than your hand, you may cast a permanent spell with equal or lesser mana value from your hand without paying its mana cost. If you don't, you may put a land card from your hand onto the battlefield. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Krang, Utrom Warlord 9 Legendary Artifact Creature -- Utrom Robot Flying, trample, indestructible, haste Other artifact creatures you control have flying, trample, indestructible, and haste. [sideboard] 9/9 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Neriv, Heart of the Storm 1RWB Legendary Creature -- Spirit Dragon Flying If a creature you control that entered this turn would deal damage, it deals twice that much damage instead. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Niv-Mizzet, Visionary 4UR Legendary Creature -- Dragon Wizard Flying You have no maximum hand size. Whenever a source you control deals noncombat damage to an opponent, you draw that many cards. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Perennation 3WBG Sorcery Return target permanent card from your graveyard to the battlefield with a hexproof counter and an indestructible counter on it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riptide Gearhulk 1WWWUU Artifact Creature -- Construct Double strike Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) When this creature enters, for each opponent, put up to one target nonland permanent that player controls into its owner's library third from the top. [sideboard] 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Slash, Reptile Rampager (3)(R)(R)

Legendary Creature -- Mutant Berserker Turtle

Alliance -- Whenever another creature you control enters, Slash deals 2 damage to each opponent. Whenever Slash attacks, create a 2/2 red Mutant creature token.

[sideboard]

7/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ugin, Eye of the Storms (7)

Legendary Planeswalker -- Ugin

When you cast this spell, exile up to one target permanent that's one or more colors.
Whenever you cast a colorless spell, exile up to one target permanent that's one or more colors.
[+2]: You gain 3 life and draw a card.
[0]: Add {C}{C}{C}.
[-11]: Search your library for any number of colorless nonland cards, exile them, then shuffle. Until end of turn, you may cast those cards without paying their mana costs.

[sideboard]

L 7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ultima (3)(W)(W)

Sorcery

Destroy all artifacts and creatures. End the turn. (Exile all spells and abilities from the stack, including this card. The player whose turn it is discards down to their maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev