

Ashling, Rekindled Card ----- OTHER FACE ----- Ashling, Rekindled Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blazing Bomb Creature -- Elemental Whenever you cast a noncreature spell, if at least four mana was spent to cast it, put a +1/+1 counter on this creature. Blow Up -- {T}, Sacrifice this creature: It deals damage equal to its power to target creature. Activate only as a sorcery. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bramble Familiar Creature -- Elemental Raccoon {T}: Add {G}. {1}{G}, {T}, Discard a card: Return this creature to its owner's hand. 2/2 ----- ADVENTURE ----- Fetch Quest Sorcery -- Adventure Mill seven cards. Then put a creature, enchantment, or land card from among the milled cards onto the battlefield. 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	Bringer of the Last Gift Creature -- Vampire Demon Flying When this creature enters, if you cast it, each player sacrifices all other creatures they control. Then each player returns all creature cards from their graveyard that weren't put there this way to the battlefield. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Celestial Reunion Sorcery As an additional cost to cast this spell, you may choose a creature type and behold two creatures of that type. Search your library for a creature card with mana value X or less, reveal it, put it into your hand, then shuffle. If this spell's additional cost was paid and the revealed card is the chosen type, put that card onto the battlefield instead of putting it into your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Champion of the Path (3)(R) Creature -- Elemental Sorcerer As an additional cost to cast this spell, behold an Elemental and exile it. (Exile an Elemental you control or an Elemental card from your hand.) Whenever another Elemental you control enters, it deals damage equal to its power to each opponent. When this creature leaves the battlefield, return the exiled card to its owner's hand. 7/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crescent Island Temple (3)(R) Legendary Enchantment -- Shrine When Crescent Island Temple enters, for each Shrine you control, create a 1/1 red Monk creature token with prowess. (Whenever you cast a noncreature spell, it gets +1/+1 until end of turn.) Whenever another Shrine you control enters, create a 1/1 red Monk creature token with prowess. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Day of Black Sun (X)(B)(B) Sorcery Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eclipsed Realms Land As this land enters, choose Elemental, Elf, Faerie, Giant, Goblin, Kithkin, Merfolk, or Treefolk. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a spell of the chosen type or activate an ability of a source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Eclipsed Realms Land As this land enters, choose Elemental, Elf, Faerie, Giant, Goblin, Kithkin, Merfolk, or Treefolk. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a spell of the chosen type or activate an ability of a source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elemental Teachings (4)(G) Instant -- Lesson Search your library for up to four land cards with different names and reveal them. An opponent chooses two of those cards. Put the chosen cards into your graveyard and the rest onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Esper Origins (1)(G) 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.) ----- BACK FACE ----- Summon: Esper Maduin Enchantment Creature -- Saga Elemental (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Reveal the top card of your library. If it's a permanent card, put it into your hand. II -- Add {G}{G}. III -- Other creatures you control get +2/+2 and gain trample until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fear of Infinity (1)(U)(B) Enchantment Creature -- Nightmare Flying, lifelink This creature can't block. Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, you may return this card from your graveyard to your hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flamekin Gildweaver 3 R Creature -- Elemental Sorcerer Trample When this creature enters, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fleeting Effigy R Creature -- Elemental Haste At the beginning of your end step, return this creature to its owner's hand. (Return it only if it's on the battlefield.) {2}{R}: This creature gets +2/+0 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fleeting Effigy R Creature -- Elemental Haste At the beginning of your end step, return this creature to its owner's hand. (Return it only if it's on the battlefield.) {2}{R}: This creature gets +2/+0 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fleeting Effigy R Creature -- Elemental Haste At the beginning of your end step, return this creature to its owner's hand. (Return it only if it's on the battlefield.) {2}{R}: This creature gets +2/+0 until end of turn. 2/2 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	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

Garland, Knight of Cornelia (B)(R) Legendary Creature -- Human Knight Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {3}{B}{B}{R}{R}: Return this card from your graveyard to the battlefield transformed. Activate only as a sorcery. 3/2 ----- BACK FACE ----- Chaos, the Endless Legendary Creature -- Demon Flying When Chaos dies, put it on the bottom of its owner's library. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greenhouse (2)(G) Enchantment -- Room Lands you control have "{T}: Add one mana of any color." (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.) ----- RIGHT HALF ----- Rickety Gazebo (3)(G) Enchantment -- Room When you unlock this door, mill four cards, then return up to two permanent cards from among them to your hand. (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	Ice Flan (4)(U)(U) Creature -- Elemental Ooze When this creature enters, tap target artifact or creature an opponent controls. Put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.) Islandcycling {2} ({2}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.) 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ice Flan (4)(U)(U) Creature -- Elemental Ooze When this creature enters, tap target artifact or creature an opponent controls. Put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.) Islandcycling {2} ({2}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.) 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ice Flan (4)(U)(U) Creature -- Elemental Ooze When this creature enters, tap target artifact or creature an opponent controls. Put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.) Islandcycling {2} ({2}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.) 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Icefill Explorer (2)(G)(G) Creature -- Insect Scout You may play an additional land on each of your turns. You may play lands from your graveyard. Landfall -- Whenever a land you control enters, mill a card. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Icefill Explorer (2)(G)(G) Creature -- Insect Scout You may play an additional land on each of your turns. You may play lands from your graveyard. Landfall -- Whenever a land you control enters, mill a card. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lie in Wait (B)(G)(U) Sorcery Return target creature card from your graveyard to your hand. Lie in Wait deals damage equal to that card's power to target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

sheet 4/8 - 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.

Lumra, Bellow of the Woods (4)(G)(G) Legendary Creature -- Elemental Bear Reach, vigilance Lumra's power and toughness are each equal to the number of lands you control. When Lumra enters, mill four cards. Then return all land cards from your graveyard to the battlefield tapped. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Moonshadow (B) Creature -- Elemental Menace This creature enters with six -1/-1 counters on it. Whenever one or more permanent cards are put into your graveyard from anywhere while this creature has a -1/-1 counter on it, remove a -1/-1 counter from this creature. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mossborn Hydra (2)(G) Creature -- Elemental Hydra Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) This creature enters with a +1/+1 counter on it. Landfall -- Whenever a land you control enters, double the number of +1/+1 counters on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ([T]): Add [R].) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mountain Basic Land -- Mountain ([T]): Add [R].) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ([T]): Add [R].) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Muldrotha, the Gravetide (3)(B)(G)(U) Legendary Creature -- Elemental Avatar During each of your turns, you may play a land and cast a permanent spell of each permanent type from your graveyard. (If a card has multiple permanent types, choose one as you play it.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Northern Air Temple (B) Legendary Enchantment -- Shrine When Northern Air Temple enters, each opponent loses X life and you gain X life, where X is the number of Shrines you control. Whenever another Shrine you control enters, each opponent loses 1 life and you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

sheet 5/8 - 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.

Overgrown Tomb Land -- Swamp Forest ({T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Professor Zei, Anthropologist Legendary Creature -- Human Advisor Ally {T}, Discard a card: Draw a card. {1}, {T}, Sacrifice Professor Zei: Return target instant or sorcery card from your graveyard to your hand. Activate only during your turn. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rise of the Dark Realms Sorcery Put all creature cards from all graveyards onto the battlefield under your control. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rottenmouth Viper Creature -- Elemental Snake As an additional cost to cast this spell, you may sacrifice any number of nonland permanents. This spell costs {1} less to cast for each permanent sacrificed this way. Whenever this creature enters or attacks, put a blight counter on it. Then for each blight counter on it, each opponent loses 4 life unless that player sacrifices a nonland permanent of their choice or discards a card. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Songcrafter Mage Creature -- Human Bard Flash When this creature enters, target instant or sorcery card in your graveyard gains harmonize until end of turn. Its harmonize cost is equal to its mana cost. (You may cast that card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile the spell.) 3/2 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. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Swamp Basic Land -- Swamp {T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Tale of Tamiyo2U Legendary Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.) I, II, III -- Mill two cards. If two cards that share a card type were milled this way, draw a card and repeat this process. IV -- Exile any number of target instant, sorcery, and/or Tamiyo planeswalker cards from your graveyard. Copy them. You may cast any number of the copies. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Three Tree City Legendary Land As Three Tree City enters, choose a creature type. {T}: Add {C}. {2}, {T}: Choose a color. Add an amount of mana of that color equal to the number of creatures you control of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tragic TrajectoryB Sorcery Target creature gets -2/-2 until end of turn. Void -- That creature gets -10/-10 until end of turn instead if a nonland permanent left the battlefield this turn or a spell was warped this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Tragic TrajectoryB Sorcery Target creature gets -2/-2 until end of turn. Void -- That creature gets -10/-10 until end of turn instead if a nonland permanent left the battlefield this turn or a spell was warped this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tweeze2R Instant Tweeze deals 3 damage to any target. You may discard a card. If you do, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Watery Grave Land -- Island Swamp {T}: Add {U} 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	Watery Grave Land -- Island Swamp {T}: Add {U} 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

Watery Grave

Land - - Island Swamp

($\{T\}$: Add $\{U\}$ or $\{B\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zombify

3 B

Sorcery

Return target creature card from your graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zombify

3 B

Sorcery

Return target creature card from
your graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zombify

3 B

Sorcery

Return target creature card from your graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev