

① R

Choose one --

- * Destroy target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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- * Destroy target artifact.

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⑥

When this creature leaves the battlefield, draw a card, then you may put a permanent card with mana value less than or equal to the number of lands you control from your hand onto the battlefield tapped.

Warp {4} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

7/5

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⑥

When this creature leaves the battlefield, draw a card, then you may put a permanent card with mana value less than or equal to the number of lands you control from your hand onto the battlefield tapped.

warp {4} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

7/5

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Land

 $\{T\}$: Add $\{G\}$ or $\{U\}$.

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U

Return target creature or Vehicle to its owner's hand.

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Land -- Forest Island

As this land enters, you may pay 2 life. If you don't, it enters tapped.

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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 2R6 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 PLAYbotbox.dev	Cactusfolk Sureshot 2R6 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 PLAYbotbox.dev
Devastating Onslaught XXR 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 PLAYbotbox.dev	Devastating Onslaught XXR 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 PLAYbotbox.dev	Dragonhawk, Fate's Tempest 3RR Legendary Creature -- Bird Dragon Flying Whenever Dragonhawk enters or attacks, exile the top X cards of your library, where X is the number of creatures you control with power 4 or greater. You may play those cards until your next end step. At the beginning of your next end step, Dragonhawk deals 2 damage to each opponent for each of those cards that are still exiled. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dragonhawk, Fate's Tempest 3RR Legendary Creature -- Bird Dragon Flying Whenever Dragonhawk enters or attacks, exile the top X cards of your library, where X is the number of creatures you control with power 4 or greater. You may play those cards until your next end step. At the beginning of your next end step, Dragonhawk deals 2 damage to each opponent for each of those cards that are still exiled. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Dragonhawk, Fate's Tempest①③④⑤⑥ Legendary Creature -- Bird Dragon Flying Whenever Dragonhawk enters or attacks, exile the top X cards of your library, where X is the number of creatures you control with power 4 or greater. You may play those cards until your next end step. At the beginning of your next end step, Dragonhawk deals 2 damage to each opponent for each of those cards that are still exiled. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Esper Origins①⑥ 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.) 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 PLAYbotbox.dev	Esper Origins①⑥ 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.) 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 PLAYbotbox.dev	Esper Origins①⑥ 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.) 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 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.

Forest

Basic Land -- Forest

$$(\{T\} : \text{Add } \{G\}.)$$

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Island

Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

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Llanowar Elves

Creature -- Elf Druid

$$\{T\}: \text{Add } \{G\}.$$

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Lumbering Worldwagon

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lumbering Worldwagon (2)(6) 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 PLAYbotbox.dev	Lumbering Worldwagon (2)(6) 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 PLAYbotbox.dev	Mistrise Village Land This land enters tapped unless you control a Mountain or a Forest. {T}: Add {U}. {U}, {T}: The next spell you cast this turn can't be countered. 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	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Outcaster Trailblazer (2)(6) 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}{6} (You may pay {2}{6} 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 PLAYbotbox.dev	Outcaster Trailblazer (2)(6) 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}{6} (You may pay {2}{6} 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 PLAYbotbox.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}{6} (You may pay {2}{6} 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 PLAYbotbox.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}{6} (You may pay {2}{6} 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 PLAYbotbox.dev	Roaming Throne 4 Artifact Creature -- Golem Ward {2} As this creature enters, choose a creature type. This creature is the chosen type in addition to its other types. If a triggered ability of another creature you control of the chosen type triggers, it triggers an additional time. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roaming Throne 4 Artifact Creature -- Golem Ward {2} As this creature enters, choose a creature type. This creature is the chosen type in addition to its other types. If a triggered ability of another creature you control of the chosen type triggers, it triggers an additional time. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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
Fire Magic R Instant Tiered (Choose one additional cost.) * Fire -- {0} -- Fire Magic deals 1 damage to each creature. * Fira -- {2} -- Fire Magic deals 2 damage to each creature. * Firaga -- {5} -- Fire Magic deals 3 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fire Magic R Instant Tiered (Choose one additional cost.) * Fire -- {0} -- Fire Magic deals 1 damage to each creature. * Fira -- {2} -- Fire Magic deals 2 damage to each creature. * Firaga -- {5} -- Fire Magic deals 3 damage to each creature. [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

① R

Choose one --

Choose one --

- * Iroh's Demonstration deals 1 damage to each creature your opponents control.
- * Iroh's Demonstration deals 4 damage to target creature.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 G G

Gift a card (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they draw a card.)

Reach

When this creature enters, if the gift was promised, destroy target artifact or enchantment an opponent controls.

[sidebar]

4/4

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Reach

When this creature enters, if the gift was promised, destroy target artifact or enchantment an opponent controls.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X U

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 PLAY botbox.dev

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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 PLAY botbox.dev

ⓧ Ⓢ

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 PLAY botbox.dev

2G

This spell can't be countered.
Trample
Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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.

Surrak, Elusive Hunter ②⑥

Legendary Creature -- Human Warrior

This spell can't be countered.
Trample
Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.

[sideboard]

4/3

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

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Legendary Planeswalker -- Ugin

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[sideboard]

L 7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev