

Land - - Town

- - - BACK FACE - - -

Legendary Artifact -- Vehicle

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land - - Town

- - - BACK FACE - - -

Legendary Artifact -- Vehicle

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Card

----- OTHER FACE -----

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Card

OTHER FACE

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## Sorcery

Destroy all creatures and enchantments. Draw a card for each permanent destroyed this way.

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| Sorcery |  |
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Destroy all creatures and enchantments. Draw a card for each permanent destroyed this way.

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.

sheet 1/10 - 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.

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| <p><b>Death Begets Life</b> ⑤①B①G①U</p> <p>Sorcery</p> <p>Destroy all creatures and enchantments. Draw a card for each permanent destroyed this way.</p> <p>3/3</p> <p>----- ADVENTURE -----</p> <p><b>Petty Revenge</b> ①①B</p> <p>Sorcery -- Omen</p> <p>Destroy target creature with power 3 or less. (Then shuffle this card into its owner's library.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>            | <p><b>Disruptive Stormbrood</b> ④①G</p> <p>Creature -- Dragon</p> <p>Flying</p> <p>When this creature enters, destroy up to one target artifact or enchantment.</p> <p>3/3</p> <p>----- ADVENTURE -----</p> <p><b>Petty Revenge</b> ①①B</p> <p>Sorcery -- Omen</p> <p>Destroy target creature with power 3 or less. (Then shuffle this card into its owner's library.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                 | <p><b>Disruptive Stormbrood</b> ④①G</p> <p>Creature -- Dragon</p> <p>Flying</p> <p>When this creature enters, destroy up to one target artifact or enchantment.</p> <p>3/3</p> <p>----- ADVENTURE -----</p> <p><b>Petty Revenge</b> ①①B</p> <p>Sorcery -- Omen</p> <p>Destroy target creature with power 3 or less. (Then shuffle this card into its owner's library.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                 | <p><b>Disruptive Stormbrood</b> ④①G</p> <p>Creature -- Dragon</p> <p>Flying</p> <p>When this creature enters, destroy up to one target artifact or enchantment.</p> <p>3/3</p> <p>----- ADVENTURE -----</p> <p><b>Petty Revenge</b> ①①B</p> <p>Sorcery -- Omen</p> <p>Destroy target creature with power 3 or less. (Then shuffle this card into its owner's library.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                 |
| <p><b>Disruptive Stormbrood</b> ④①G</p> <p>Creature -- Dragon</p> <p>Flying</p> <p>When this creature enters, destroy up to one target artifact or enchantment.</p> <p>3/3</p> <p>----- ADVENTURE -----</p> <p><b>Petty Revenge</b> ①①B</p> <p>Sorcery -- Omen</p> <p>Destroy target creature with power 3 or less. (Then shuffle this card into its owner's library.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Extinguisher Battleship</b> ①①8</p> <p>Artifact -- Spacecraft</p> <p>When this Spacecraft enters, destroy target noncreature permanent. Then this Spacecraft deals 4 damage to each creature.</p> <p>Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 5+.)</p> <p>5+   Flying, trample</p> <p>10/10</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Extinguisher Battleship</b> ①①8</p> <p>Artifact -- Spacecraft</p> <p>When this Spacecraft enters, destroy target noncreature permanent. Then this Spacecraft deals 4 damage to each creature.</p> <p>Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 5+.)</p> <p>5+   Flying, trample</p> <p>10/10</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Extinguisher Battleship</b> ①①8</p> <p>Artifact -- Spacecraft</p> <p>When this Spacecraft enters, destroy target noncreature permanent. Then this Spacecraft deals 4 damage to each creature.</p> <p>Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 5+.)</p> <p>5+   Flying, trample</p> <p>10/10</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div><div>Extinguisher Battleship ⑧</div><div>Artifact -- Spacecraft</div><div>When this Spacecraft enters, destroy target noncreature permanent. Then this Spacecraft deals 4 damage to each creature.<br/>Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 5+.)<br/>5+   Flying, trample</div><div>10/10</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                 | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                           | <div><div>Fountainport</div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice a token: Draw a card.<br/>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br/>{4}, {T}: Create a Treasure token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div>Fountainport</div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice a token: Draw a card.<br/>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br/>{4}, {T}: Create a Treasure token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div>Heaped Harvest26</div><div>Artifact -- Food</div><div>When this artifact enters and when you sacrifice it, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle.<br/>{2}, {T}, Sacrifice this artifact: You gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Heaped Harvest26</div><div>Artifact -- Food</div><div>When this artifact enters and when you sacrifice it, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle.<br/>{2}, {T}, Sacrifice this artifact: You gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Heaped Harvest26</div><div>Artifact -- Food</div><div>When this artifact enters and when you sacrifice it, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle.<br/>{2}, {T}, Sacrifice this artifact: You gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Heaped Harvest26</div><div>Artifact -- Food</div><div>When this artifact enters and when you sacrifice it, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle.<br/>{2}, {T}, Sacrifice this artifact: You gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                           |

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| <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                          | <div><div>Jidoor, Aristocratic Capital</div><div>Land -- Town</div><div>This land enters tapped.<br/>{T}: Add {U}.</div><div>-----ADVENTURE-----</div><div><div>Overture</div><div>Sorcery -- Adventure</div><div>Target opponent mills half their library, rounded down. (Then exile this card. You may play the land later from exile.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Llanowar Elves</div><div>6</div></div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                        | <div><div><div>Llanowar Elves</div><div>6</div></div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                        |
| <div><div><div>Llanowar Elves</div><div>6</div></div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Llanowar Elves</div><div>6</div></div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                | <div><div><div>Mistrise Village</div></div><div>Land</div><div>This land enters tapped unless you control a Mountain or a Forest.<br/>{T}: Add {U}.<br/>{U}, {T}: The next spell you cast this turn can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mistrise Village</div></div><div>Land</div><div>This land enters tapped unless you control a Mountain or a Forest.<br/>{T}: Add {U}.<br/>{U}, {T}: The next spell you cast this turn can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Overlord of the Hauntwoods</b> <span>366</span> </div> <div>           Enchantment Creature -- Avatar Horror         </div> <div> <p>             Impending 4--{1}{G}{G} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>             Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type.           </p> </div> <div> <div>6/5</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Overlord of the Hauntwoods</b> <span>366</span> </div> <div>           Enchantment Creature -- Avatar Horror         </div> <div> <p>             Impending 4--{1}{G}{G} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>             Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type.           </p> </div> <div> <div>6/5</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Reach the Horizon</b> <span>36</span> </div> <div>           Sorcery         </div> <div> <p>             Search your library for up to two basic land cards and/or Town cards with different names, put them onto the battlefield tapped, then shuffle.           </p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                       | <div> <b>Reach the Horizon</b> <span>36</span> </div> <div>           Sorcery         </div> <div> <p>             Search your library for up to two basic land cards and/or Town cards with different names, put them onto the battlefield tapped, then shuffle.           </p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                       |
| <div> <b>Secluded Starforge</b> </div> <div>           Land         </div> <div> <p>             {T}: Add {C}.<br/>             {2}, {T}, Tap X untapped artifacts you control: Target creature gets +X/+0 until end of turn. Activate only as a sorcery.<br/>             {5}, {T}: Create a 2/2 colorless Robot artifact creature token.           </p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                 | <div> <b>Secluded Starforge</b> </div> <div>           Land         </div> <div> <p>             {T}: Add {C}.<br/>             {2}, {T}, Tap X untapped artifacts you control: Target creature gets +X/+0 until end of turn. Activate only as a sorcery.<br/>             {5}, {T}: Create a 2/2 colorless Robot artifact creature token.           </p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                 | <div> <b>Sunken Citadel</b> </div> <div>           Land -- Cave         </div> <div> <p>             This land enters tapped. As it enters, choose a color.<br/>             {T}: Add one mana of the chosen color.<br/>             {T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.           </p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Sunken Citadel</b> </div> <div>           Land -- Cave         </div> <div> <p>             This land enters tapped. As it enters, choose a color.<br/>             {T}: Add one mana of the chosen color.<br/>             {T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.           </p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                              | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                              | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                              | <div>Ugin, Eye of the Storms7</div> <div>Legendary Planeswalker -- Ugin</div> <div>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.</div> <div>L7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Ugin, Eye of the Storms7</div> <div>Legendary Planeswalker -- Ugin</div> <div>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.</div> <div>L7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ugin, Eye of the Storms7</div> <div>Legendary Planeswalker -- Ugin</div> <div>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.</div> <div>L7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ugin, Eye of the Storms7</div> <div>Legendary Planeswalker -- Ugin</div> <div>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.</div> <div>L7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Virtue of Persistence5BB</div> <div>Enchantment</div> <div>At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.</div> <div>-----ADVENTURE-----</div> <div>Lothwain Scorn1B</div> <div>Sorcery -- Adventure</div> <div>Target creature gets -3/-3 until end of turn. You gain 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                        |

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| <div><div><div>Virtue of Persistence (5)(B)(B)</div><div>Enchantment</div><div>At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.</div></div><div><div>----- ADVENTURE -----</div><div><div>Loathwain Scorn (1)(B)</div><div>Sorcery -- Adventure</div><div>Target creature gets -3/-3 until end of turn. You gain 2 life.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Virtue of Persistence (5)(B)(B)</div><div>Enchantment</div><div>At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.</div></div><div><div>----- ADVENTURE -----</div><div><div>Loathwain Scorn (1)(B)</div><div>Sorcery -- Adventure</div><div>Target creature gets -3/-3 until end of turn. You gain 2 life.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Virtue of Persistence (5)(B)(B)</div><div>Enchantment</div><div>At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.</div></div><div><div>----- ADVENTURE -----</div><div><div>Loathwain Scorn (1)(B)</div><div>Sorcery -- Adventure</div><div>Target creature gets -3/-3 until end of turn. You gain 2 life.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>  | <div><div><div>Wastewood Verge</div><div>Land</div><div>{T}: Add {G}.</div><div>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                    |
| <div><div><div>Death Begets Life (5)(B)(G)(U)</div><div>Sorcery</div><div>Destroy all creatures and enchantments. Draw a card for each permanent destroyed this way.</div></div><div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                             | <div><div><div>Doppelgang (X)(X)(X)(G)(U)</div><div>Sorcery</div><div>For each of X target permanents, create X tokens that are copies of that permanent.</div></div><div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                        | <div><div><div>Ghost Vacuum (1)</div><div>Artifact</div><div>{T}: Exile target card from a graveyard.</div><div>{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.</div></div><div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Ghost Vacuum (1)</div><div>Artifact</div><div>{T}: Exile target card from a graveyard.</div><div>{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.</div></div><div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div><div><div>Ghost Vacuum</div><div>1</div></div><div>Artifact</div><div><p>{T}: Exile target card from a graveyard.</p><p>{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.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Leyline of the Void</div><div>2B</div></div><div>Enchantment</div><div><p>If this card is in your opening hand, you may begin the game with it on the battlefield.</p><p>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                            | <div><div><div>Outrageous Robbery</div><div>XBB</div></div><div>Instant</div><div><p>Target opponent exiles the top X cards of their library face down. You may look at and play those cards for as long as they remain exiled. If you cast a spell this way, you may spend mana as though it were mana of any type to cast it.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                         | <div><div><div>Outrageous Robbery</div><div>XBB</div></div><div>Instant</div><div><p>Target opponent exiles the top X cards of their library face down. You may look at and play those cards for as long as they remain exiled. If you cast a spell this way, you may spend mana as though it were mana of any type to cast it.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                          |
| <div><div><div>Outrageous Robbery</div><div>XBB</div></div><div>Instant</div><div><p>Target opponent exiles the top X cards of their library face down. You may look at and play those cards for as long as they remain exiled. If you cast a spell this way, you may spend mana as though it were mana of any type to cast it.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                | <div><div><div>Scavenger Regent</div><div>3B</div></div><div>Creature -- Dragon</div><div><p>Flying</p><p>Ward--Discard a card.</p><p>[sideboard]</p></div><div><div>4/4</div></div><div><div>----- ADVENTURE -----</div><div><div>Exude Toxin</div><div>XBB</div></div><div>Sorcery -- Omen</div><div><p>Each non-Dragon creature gets -X/-X until end of turn. (Then shuffle this card into its owner's library.)</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Scavenger Regent</div><div>3B</div></div><div>Creature -- Dragon</div><div><p>Flying</p><p>Ward--Discard a card.</p><p>[sideboard]</p></div><div><div>4/4</div></div><div><div>----- ADVENTURE -----</div><div><div>Exude Toxin</div><div>XBB</div></div><div>Sorcery -- Omen</div><div><p>Each non-Dragon creature gets -X/-X until end of turn. (Then shuffle this card into its owner's library.)</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Season of Gathering</div><div>4GG</div></div><div>Sorcery</div><div><p>Choose up to five {P} worth of modes. You may choose the same mode more than once.</p><p>{P} -- Put a +1/+1 counter on a creature you control. It gains vigilance and trample until end of turn.</p><p>{P}{P} -- Choose artifact or enchantment. Destroy all permanents of the chosen type.</p><p>{P}{P}{P} -- Draw cards equal to the greatest power among creatures you control.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

## Season of Gathering ④⑥⑥

### Sorcery

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[sideboard]

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[sideboard]

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## Summon: Bahamut ⑨

### Enchantment Creature -- Saga Dragon

(As this Saga enters and after your draw step, add a lore counter.

Sacrifice after IV.)

I, II -- Destroy up to one target nonland permanent.

III -- Draw two cards.

IV -- Mega Flare -- This creature deals damage equal to the total mana value of other permanents you control to each opponent.

Flying

[sideboard]

9/9

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

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.

sheet 10/10 - 3 cards - 2.5 x 3.5 in each