

Aven Interrupter 1 W W Creature -- Bird Rogue Flash Flying When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.) Spells your opponents cast from graveyards or from exile cost {2} more to cast. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aven Interrupter 1 W W Creature -- Bird Rogue Flash Flying When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.) Spells your opponents cast from graveyards or from exile cost {2} more to cast. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aven Interrupter 1 W W Creature -- Bird Rogue Flash Flying When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.) Spells your opponents cast from graveyards or from exile cost {2} more to cast. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Banishing Light 2 W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Banishing Light 2 W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bartz and Boko 3 G G Legendary Creature -- Human Bird Affinity for Birds (This spell costs {1} less to cast for each Bird you control.) When Bartz and Boko enters, each other Bird you control deals damage equal to its power to target creature an opponent controls. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bartz and Boko 3 G G Legendary Creature -- Human Bird Affinity for Birds (This spell costs {1} less to cast for each Bird you control.) When Bartz and Boko enters, each other Bird you control deals damage equal to its power to target creature an opponent controls. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bartz and Boko 3 G G Legendary Creature -- Human Bird Affinity for Birds (This spell costs {1} less to cast for each Bird you control.) When Bartz and Boko enters, each other Bird you control deals damage equal to its power to target creature an opponent controls. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G G

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4/3

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Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {G} or {W}.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {C}.
{2}, {T}, Sacrifice this land:
Destroy target nonbasic land an
opponent controls. That land's
controller may search their library
for a basic land card, put it onto
the battlefield, then shuffle. You
may search your library for a basic
land card, put it onto the
battlefield, then shuffle.

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Instant

Destroy target nonland permanent. Its controller creates a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")

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Emergency Eject 2 W Instant Destroy target nonland permanent. Its controller creates a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Etched Cornfield Land This land enters tapped unless a player has 13 or less life. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Etched Cornfield Land This land enters tapped unless a player has 13 or less life. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Gysahl Greens16 Sorcery Create a 2/2 green Bird creature token with "Whenever a land you control enters, this token gets +1/+0 until end of turn." Flashback {6}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gysahl Greens16 Sorcery Create a 2/2 green Bird creature token with "Whenever a land you control enters, this token gets +1/+0 until end of turn." Flashback {6}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gysahl Greens16 Sorcery Create a 2/2 green Bird creature token with "Whenever a land you control enters, this token gets +1/+0 until end of turn." Flashback {6}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gysahl Greens16 Sorcery Create a 2/2 green Bird creature token with "Whenever a land you control enters, this token gets +1/+0 until end of turn." Flashback {6}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① ② G

(Gain the next level as a sorcery to add its ability.)

When this Class enters, target creature you control deals damage equal to its power to target creature you don't control.

{1}{G}: Level 2

Whenever you attack, target attacking creature gets +1/+0 and gains trample until end of turn.

{3}{G}: Level 3

At the beginning of your end step, if you control a creature with power 4 or greater, draw a card.

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Basic Land -- Plains

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

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③ ④ W

Creature -- Bird Cleric

Flash
Flying
Whenever this creature or another
Bird you control enters, exile up to
one target creature you control
without flying. Return it to the
battlefield under its owner's
control with a flying counter on it
at the beginning of the next end
step.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④ W

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Flying
Whenever this creature or another Bird you control enters, exile up to one target creature you control without flying. Return it to the battlefield under its owner's control with a flying counter on it at the beginning of the next end step.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 5/10 - 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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Seam Rip Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seam Rip Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sidequest: Raise a Chocobo Enchantment When this enchantment enters, create a 2/2 green Bird creature token with "Whenever a land you control enters, this token gets +1/+0 until end of turn." At the beginning of your first main phase, if you control four or more Birds, transform this enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sidequest: Raise a Chocobo Enchantment When this enchantment enters, create a 2/2 green Bird creature token with "Whenever a land you control enters, this token gets +1/+0 until end of turn." At the beginning of your first main phase, if you control four or more Birds, transform this enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Traveling Chocobo (2)(G) Creature -- Bird You may look at the top card of your library any time. You may play lands and cast Bird spells from the top of your library. If a land or Bird you control entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Traveling Chocobo (2)(G) Creature -- Bird You may look at the top card of your library any time. You may play lands and cast Bird spells from the top of your library. If a land or Bird you control entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Traveling Chocobo (2)(G) Creature -- Bird You may look at the top card of your library any time. You may play lands and cast Bird spells from the top of your library. If a land or Bird you control entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Traveling Chocobo (2)(G) Creature -- Bird You may look at the top card of your library any time. You may play lands and cast Bird spells from the top of your library. If a land or Bird you control entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dawn's Truce (1)(W) Instant Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) You and permanents you control gain hexproof until end of turn. If the gift was promised, permanents you control also gain indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dawn's Truce (1)(W) Instant Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) You and permanents you control gain hexproof until end of turn. If the gift was promised, permanents you control also gain indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elspeth, Storm Slayer (3)(W)(W) Legendary Planeswalker -- Elspeth If one or more tokens would be created under your control, twice that many of those tokens are created instead. [+1]: Create a 1/1 white Soldier creature token. [0]: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn. [-3]: Destroy target creature an opponent controls with mana value 3 or greater. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emergency Eject (2)(W) Instant Destroy target nonland permanent. Its controller creates a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

sheet 8/10 - 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.

Soul-Guide Lantern 1 Artifact 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ultima 3WW 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	Ultima 3WW 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	
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