

Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dredger's Insight①⑥ Enchantment Whenever one or more artifact and/or creature cards leave your graveyard, you gain 1 life. When this enchantment enters, mill four cards. You may put an artifact, creature, or land card from among the milled cards into your hand. (To mill four cards, put the top four cards of your library into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dredger's Insight①⑥ Enchantment Whenever one or more artifact and/or creature cards leave your graveyard, you gain 1 life. When this enchantment enters, mill four cards. You may put an artifact, creature, or land card from among the milled cards into your hand. (To mill four cards, put the top four cards of your library into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Fear of Missing Out 1R Enchantment Creature -- Nightmare When this creature enters, discard a card, then draw a card. Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fear of Missing Out 1R Enchantment Creature -- Nightmare When this creature enters, discard a card, then draw a card. Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Get Lost 1W Instant Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Land

{T}: Add {G}.
{T}: Add {W}. Activate only if you control a Forest or a Plains.

3/4

Legendary Creature -- Human Noble Wizard

When Joshua enters, discard up to two cards, then draw that many cards.
{3}{R}{W}, {T}: Exile Joshua, then return it to the battlefield transformed under its owner's control. Activate only as a sorcery.

BACK FACE

Legendary Enchantment Creature -- Saga Phoenix

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

I, II -- Rising Flames -- Phoenix deals 2 damage to each opponent.

III -- Flames of Rebirth -- Return any number of target creature cards with total mana value 6 or less from your graveyard to the battlefield. Exile Phoenix, then return it to the battlefield (front face up).

Flying, lifelink

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Forest Plains

(**{T}**: Add **{G}** or **{W}**.)
This land enters tapped.
When this land enters, surveil 1.
(Look at the top card of your
library. You may put it into your
graveyard.)

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 This land enters tapped.
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Flying, lifelink

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overlord of the Boilerbilges 4RR Enchantment Creature -- Avatar Horror Impending 4--{2}{R}{R} (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.) Whenever this permanent enters or attacks, it deals 4 damage to any target. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overlord of the Boilerbilges 4RR Enchantment Creature -- Avatar Horror Impending 4--{2}{R}{R} (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.) Whenever this permanent enters or attacks, it deals 4 damage to any target. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overlord of the Boilerbilges 4RR Enchantment Creature -- Avatar Horror Impending 4--{2}{R}{R} (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.) Whenever this permanent enters or attacks, it deals 4 damage to any target. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overlord of the Boilerbilges 4RR Enchantment Creature -- Avatar Horror Impending 4--{2}{R}{R} (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.) Whenever this permanent enters or attacks, it deals 4 damage to any target. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Overlord of the Mistmoors 5WW Enchantment Creature -- Avatar Horror Impending 4--{2}{W}{W} (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.) Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overlord of the Mistmoors 5WW Enchantment Creature -- Avatar Horror Impending 4--{2}{W}{W} (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.) Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Summon: Brynhildr 1R Enchantment Creature -- Saga Knight (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Chain -- Exile the top card of your library. During any turn you put a lore counter on this Saga, you may play that card. II, III -- Gestalt Mode -- When you next cast a creature spell this turn, it gains haste until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunbellow Verge Land {T}: Add {W}. {T}: Add {R}. Activate only if you control a Mountain or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sunbellow Verge Land {T}: Add {W}. {T}: Add {R}. Activate only if you control a Mountain or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Terra, Magical Adept 1RG Legendary Creature -- Human Wizard Warrior When Terra enters, mill five cards. Put up to one enchantment card milled this way into your hand. Trance -- {4}{R}{G}, {T}: Exile Terra, then return it to the battlefield transformed under its owner's control. Activate only as a sorcery. 4/2 ----- BACK FACE ----- Esper Terra Legendary Enchantment Creature -- Saga Wizard (As this Saga enters and after your draw step, add a lore counter.) I, II, III -- Create a token that's a copy of target nonlegendary enchantment you control. It gains haste. If it's a Saga, put up to three lore counters on it. Sacrifice it at the beginning of your next end step. IV -- Add {W}{W}, {U}{U}, {B}{B}, {R}{R}, and {G}{G}. Exile Esper Terra, then return it to the battlefield (front face up). 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Terra, Magical Adept 1RG Legendary Creature -- Human Wizard Warrior When Terra enters, mill five cards. Put up to one enchantment card milled this way into your hand. Trance -- {4}{R}{G}, {T}: Exile Terra, then return it to the battlefield transformed under its owner's control. Activate only as a sorcery. 4/2 ----- BACK FACE ----- Esper Terra Legendary Enchantment Creature -- Saga Wizard (As this Saga enters and after your draw step, add a lore counter.) I, II, III -- Create a token that's a copy of target nonlegendary enchantment you control. It gains haste. If it's a Saga, put up to three lore counters on it. Sacrifice it at the beginning of your next end step. IV -- Add {W}{W}, {U}{U}, {B}{B}, {R}{R}, and {G}{G}. Exile Esper Terra, then return it to the battlefield (front face up). 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Terra, Magical Adept 1RG Legendary Creature -- Human Wizard Warrior When Terra enters, mill five cards. Put up to one enchantment card milled this way into your hand. Trance -- {4}{R}{G}, {T}: Exile Terra, then return it to the battlefield transformed under its owner's control. Activate only as a sorcery. 4/2 ----- BACK FACE ----- Esper Terra Legendary Enchantment Creature -- Saga Wizard (As this Saga enters and after your draw step, add a lore counter.) I, II, III -- Create a token that's a copy of target nonlegendary enchantment you control. It gains haste. If it's a Saga, put up to three lore counters on it. Sacrifice it at the beginning of your next end step. IV -- Add {W}{W}, {U}{U}, {B}{B}, {R}{R}, and {G}{G}. Exile Esper Terra, then return it to the battlefield (front face up). 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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 6/10 - 8 cards - 2.5 x 3.5 in each

Thornspire Verge Land {T}: Add {R}. {T}: Add {G}. Activate only if you control a Mountain or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Torch the Tower Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Torch the Tower Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Torch the Tower Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Torch the Tower Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Yuna, Hope of Spira 3GGW Legendary Creature -- Human Cleric During your turn, Yuna and enchantment creatures you control have trample, lifelink, and ward {2}. At the beginning of your end step, return up to one target enchantment card from your graveyard to the battlefield with a finality counter on it. (If a permanent with a finality counter on it would be put into a graveyard from the battlefield, exile it instead.) 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yuna, Hope of Spira 3GGW Legendary Creature -- Human Cleric During your turn, Yuna and enchantment creatures you control have trample, lifelink, and ward {2}. At the beginning of your end step, return up to one target enchantment card from your graveyard to the battlefield with a finality counter on it. (If a permanent with a finality counter on it would be put into a graveyard from the battlefield, exile it instead.) 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yuna, Hope of Spira 3GGW Legendary Creature -- Human Cleric During your turn, Yuna and enchantment creatures you control have trample, lifelink, and ward {2}. At the beginning of your end step, return up to one target enchantment card from your graveyard to the battlefield with a finality counter on it. (If a permanent with a finality counter on it would be put into a graveyard from the battlefield, exile it instead.) 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yuna, Hope of Spira 3GGW Legendary Creature -- Human Cleric During your turn, Yuna and enchantment creatures you control have trample, lifelink, and ward {2}. At the beginning of your end step, return up to one target enchantment card from your graveyard to the battlefield with a finality counter on it. (If a permanent with a finality counter on it would be put into a graveyard from the battlefield, exile it instead.) 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Authority of the Consuls W Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Authority of the Consuls W Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exorcise 1W Sorcery Exile target artifact, enchantment, or creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exorcise 1W Sorcery Exile target artifact, enchantment, or creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fire Magic 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 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	Get Lost Instant Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Get Lost Instant Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ghost Vacuum 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 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	Summon: Bahamut 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Summon: Knights of Round Enchantment Creature -- Saga Knight (As this Saga enters and after your draw step, add a lore counter. Sacrifice after V.) I, II, III, IV -- Create three 2/2 white Knight creature tokens. V -- Ultimate End -- Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them. Indestructible [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Stone Brain 2 Legendary Artifact {2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Stone Brain 2 Legendary Artifact {2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Stone Brain 2 Legendary Artifact {2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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