

Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. 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	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
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Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {U} or {B}.

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3 B B

Sorcery

As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

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3 B B

Sorcery

As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

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(X) (U)

Creature -- Human Wizard

Skulk (This creature can't be blocked by creatures with greater power.)
This creature enters with X +1/+1 counters on it.
At the beginning of your upkeep, if this creature has one or more +1/+1 counters on it, you may remove a +1/+1 counter from it. If you do, draw a card.

0/1

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X U

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0/1

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W U B R G

Legendary Creature -- Human Wizard

Legendary creatures you control get +X/+X, where X is the number of legendary creatures you control. Whenever you cast a legendary spell from your hand, exile cards from the top of your library until you exile a legendary nonland card with lesser mana value. You may cast that card without paying its mana cost. Put the rest on the bottom of your library in a random order.

5/5

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W U B R G

Legendary Creature -- Human Wizard

Legendary creatures you control get +X/+X, where X is the number of legendary creatures you control. Whenever you cast a legendary spell from your hand, exile cards from the top of your library until you exile a legendary nonland card with lesser mana value. You may cast that card without paying its mana cost. Put the rest on the bottom of your library in a random order.

5/5

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① R W

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.

3/4

- - - 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

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 2/10 - 8 cards - 2.5 x 3.5 in each

Kefka, Court Mage Card ----- OTHER FACE ----- Kefka, Court Mage Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kefka, Court Mage Card ----- OTHER FACE ----- Kefka, Court Mage Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kefka, Court Mage Card ----- OTHER FACE ----- Kefka, Court Mage Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kuja, Genome Sorcerer (2)(B)(R) Legendary Creature -- Human Mutant Wizard At the beginning of your end step, create a tapped 0/1 black Wizard creature token with "Whenever you cast a noncreature spell, this token deals 1 damage to each opponent." Then if you control four or more Wizards, transform Kuja. 3/4 ----- BACK FACE ----- Trance Kuja, Fate Defied Legendary Creature -- Avatar Wizard Flare Star -- If a Wizard you control would deal damage to a permanent or player, it deals double that damage instead. 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Kuja, Genome Sorcerer (2)(B)(R) Legendary Creature -- Human Mutant Wizard At the beginning of your end step, create a tapped 0/1 black Wizard creature token with "Whenever you cast a noncreature spell, this token deals 1 damage to each opponent." Then if you control four or more Wizards, transform Kuja. 3/4 ----- BACK FACE ----- Trance Kuja, Fate Defied Legendary Creature -- Avatar Wizard Flare Star -- If a Wizard you control would deal damage to a permanent or player, it deals double that damage instead. 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nashi, Searcher in the Dark (U)(B) Legendary Creature -- Rat Ninja Wizard Menace Whenever Nashi deals combat damage to a player, you mill that many cards. You may put any number of legendary and/or enchantment cards from among them into your hand. If you put no cards into your hand this way, put a +1/+1 counter on Nashi. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nashi, Searcher in the Dark (U)(B) Legendary Creature -- Rat Ninja Wizard Menace Whenever Nashi deals combat damage to a player, you mill that many cards. You may put any number of legendary and/or enchantment cards from among them into your hand. If you put no cards into your hand this way, put a +1/+1 counter on Nashi. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nashi, Searcher in the Dark (U)(B) Legendary Creature -- Rat Ninja Wizard Menace Whenever Nashi deals combat damage to a player, you mill that many cards. You may put any number of legendary and/or enchantment cards from among them into your hand. If you put no cards into your hand this way, put a +1/+1 counter on Nashi. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plaza of Heroes Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell. {T}: Add one mana of any color among legendary permanents you control. {3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plaza of Heroes Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell. {T}: Add one mana of any color among legendary permanents you control. {3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plaza of Heroes Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell. {T}: Add one mana of any color among legendary permanents you control. {3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plaza of Heroes Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell. {T}: Add one mana of any color among legendary permanents you control. {3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Relic of Legends③ Artifact {T}: Add one mana of any color. Tap an untapped legendary creature you control: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Relic of Legends③ Artifact {T}: Add one mana of any color. Tap an untapped legendary creature you control: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Relic of Legends③ Artifact {T}: Add one mana of any color. Tap an untapped legendary creature you control: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Relic of Legends③ Artifact {T}: Add one mana of any color. Tap an untapped legendary creature you control: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Rona, Herald of Invasion Card ----- OTHER FACE ----- Rona, Herald of Invasion Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rona, Herald of Invasion Card ----- OTHER FACE ----- Rona, Herald of Invasion Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rona, Herald of Invasion Card ----- OTHER FACE ----- Rona, Herald of Invasion Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rona, Herald of Invasion Card ----- OTHER FACE ----- Rona, Herald of Invasion Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Secluded Courtyard 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 or activate an ability of a creature source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secluded Courtyard 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 or activate an ability of a creature source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secluded Courtyard 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 or activate an ability of a creature source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secluded Courtyard 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 or activate an ability of a creature source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sheoldred's Edict 1B Instant Choose one -- * Each opponent sacrifices a nontoken creature of their choice. * Each opponent sacrifices a creature token of their choice. * Each opponent sacrifices a planeswalker of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sheoldred's Edict 1B Instant Choose one -- * Each opponent sacrifices a nontoken creature of their choice. * Each opponent sacrifices a creature token of their choice. * Each opponent sacrifices a planeswalker of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sheoldred's Edict 1B Instant Choose one -- * Each opponent sacrifices a nontoken creature of their choice. * Each opponent sacrifices a creature token of their choice. * Each opponent sacrifices a planeswalker of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shoot the Sheriff 1B Instant Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Shoot the Sheriff 1B Instant Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shoot the Sheriff 1B Instant Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.) 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 PLAYbotbox.dev

Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Tersa Lightshatter ②③ Legendary Creature -- Orc Wizard Haste When Tersa Lightshatter enters, discard up to two cards, then draw that many cards. Whenever Tersa Lightshatter attacks, if there are seven or more cards in your graveyard, exile a card at random from your graveyard. You may play that card this turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tersa Lightshatter ②③ Legendary Creature -- Orc Wizard Haste When Tersa Lightshatter enters, discard up to two cards, then draw that many cards. Whenever Tersa Lightshatter attacks, if there are seven or more cards in your graveyard, exile a card at random from your graveyard. You may play that card this turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Venat, Heart of Hydaelyn ①④④ Legendary Creature -- Elder Wizard Whenever you cast a legendary spell, draw a card. This ability triggers only once each turn. Hero's Sundering -- {7}, {T}: Exile target nonland permanent. Transform Venat. Activate only as a sorcery. 3/3 ----- BACK FACE ----- Hydaelyn, the Mothercrystal Legendary Creature -- God Indestructible Blessing of Light -- At the beginning of combat on your turn, put a +1/+1 counter on another target creature you control. Until your next turn, it gains indestructible. If that creature is legendary, draw a card. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Venat, Heart of Hydaelyn ①④④ Legendary Creature -- Elder Wizard Whenever you cast a legendary spell, draw a card. This ability triggers only once each turn. Hero's Sundering -- {7}, {T}: Exile target nonland permanent. Transform Venat. Activate only as a sorcery. 3/3 ----- BACK FACE ----- Hydaelyn, the Mothercrystal Legendary Creature -- God Indestructible Blessing of Light -- At the beginning of combat on your turn, put a +1/+1 counter on another target creature you control. Until your next turn, it gains indestructible. If that creature is legendary, draw a card. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

Venat, Heart of Hydaelyn 1 W W Legendary Creature -- Elder Wizard Whenever you cast a legendary spell, draw a card. This ability triggers only once each turn. Hero's Sundering -- {7}, {T}: Exile target nonland permanent. Transform Venat. Activate only as a sorcery. 3/3 BACK FACE Hydaelyn, the Mothercrystal Legendary Creature -- God Indestructible Blessing of Light -- At the beginning of combat on your turn, put a +1/+1 counter on another target creature you control. Until your next turn, it gains indestructible. If that creature is legendary, draw a card. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Venat, Heart of Hydaelyn 1 W W Legendary Creature -- Elder Wizard Whenever you cast a legendary spell, draw a card. This ability triggers only once each turn. Hero's Sundering -- {7}, {T}: Exile target nonland permanent. Transform Venat. Activate only as a sorcery. 3/3 BACK FACE Hydaelyn, the Mothercrystal Legendary Creature -- God Indestructible Blessing of Light -- At the beginning of combat on your turn, put a +1/+1 counter on another target creature you control. Until your next turn, it gains indestructible. If that creature is legendary, draw a card. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Virtue of Persistence 5 B B Enchantment At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. Loathwain Scorn 1 B Sorcery -- Adventure Target creature gets -3/-3 until end of turn. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Virtue of Persistence 5 B B Enchantment At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. Loathwain Scorn 1 B Sorcery -- Adventure Target creature gets -3/-3 until end of turn. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cut Down B Instant Destroy target creature with total power and toughness 5 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cut Down B Instant Destroy target creature with total power and toughness 5 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cut Down B Instant Destroy target creature with total power and toughness 5 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Destroy Evil 1 W Instant Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment. [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

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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]

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

sheet 10/10 - 1 cards - 2.5 x 3.5 in each

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