

Card

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Enchantment

When Annie Joins Up enters, it deals 5 damage to target creature or planeswalker an opponent controls. If a triggered ability of a legendary creature you control triggers, that ability triggers an additional time.

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Instant

Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.

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Land

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

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Land - - Desert

This land enters tapped.
When this land enters, it deals 1
damage to target opponent.
{T}: Add {R} or {G}.

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Land

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

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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 1/8 - 8 cards - 2.5 x 3.5 in each

Etali, Primal Conqueror

Card

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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.

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{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.

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Forest

Basic Land -- Forest

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

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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;

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

Forest Basic Land -- Forest {T}: Add {G}. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gwenna, Eyes of Gaea 2G Legendary Creature -- Elf Druid Scout {T}: Add two mana in any combination of colors. Spend this mana only to cast creature spells or activate abilities of creature sources. Whenever you cast a creature spell with power 5 or greater, put a +1/+1 counter on Gwenna and untap it. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hajar, Loyal Bodyguard RG Legendary Creature -- Human Soldier Sacrifice Hajar: Legendary creatures you control get +1/+0 and gain indestructible until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hajar, Loyal Bodyguard RG Legendary Creature -- Human Soldier Sacrifice Hajar: Legendary creatures you control get +1/+0 and gain indestructible until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hajar, Loyal Bodyguard RG Legendary Creature -- Human Soldier Sacrifice Hajar: Legendary creatures you control get +1/+0 and gain indestructible until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Honest Rutstein 1BG Legendary Creature -- Human Warlock When Honest Rutstein enters, return target creature card from your graveyard to your hand. Creature spells you cast cost {1} less to cast. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasion of Fiora 4BB Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, choose one or both -- * Destroy all legendary creatures. * Destroy all nonlegendary creatures. D 4 Marchesa, Resolute Monarch Legendary Creature -- Human Noble Menace, deathtouch Whenever Marchesa attacks, remove all counters from up to one target permanent. At the beginning of your upkeep, if you haven't been dealt combat damage since your last turn, you draw a card and you lose 1 life. 3/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasion of Fiora 4BB Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, choose one or both -- * Destroy all legendary creatures. * Destroy all nonlegendary creatures. D 4 Marchesa, Resolute Monarch Legendary Creature -- Human Noble Menace, deathtouch Whenever Marchesa attacks, remove all counters from up to one target permanent. At the beginning of your upkeep, if you haven't been dealt combat damage since your last turn, you draw a card and you lose 1 life. 3/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Jodah, the Unifier (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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jungle Hollow Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jungle Hollow Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jungle Hollow Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Kona, Rescue Beastie (3)(G) Legendary Creature -- Beast Survivor Survival -- At the beginning of your second main phase, if Kona is tapped, you may put a permanent card from your hand onto the battlefield. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kona, Rescue Beastie (3)(G) Legendary Creature -- Beast Survivor Survival -- At the beginning of your second main phase, if Kona is tapped, you may put a permanent card from your hand onto the battlefield. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Manifest Dread (1)(G) Sorcery Manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Manifest Dread (1)(G) Sorcery Manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Manifest Dread 1 6 Sorcery Manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) 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
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Ratadrabik of Urborg ②③④ Legendary Creature -- Zombie Wizard Vigilance, ward {2} Other Zombies you control have vigilance. Whenever another legendary creature you control dies, create a token that's a copy of that creature, except it's not legendary and it's a 2/2 black Zombie in addition to its other colors and types. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ratadrabik of Urborg ②③④ Legendary Creature -- Zombie Wizard Vigilance, ward {2} Other Zombies you control have vigilance. Whenever another legendary creature you control dies, create a token that's a copy of that creature, except it's not legendary and it's a 2/2 black Zombie in addition to its other colors and types. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Relic of Legends ③ Artifact {T}: Add one mana of any color. Tap an untapped legendary creature you control: Add one mana of any color. 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Relic of Legends ③ Artifact {T}: Add one mana of any color. Tap an untapped legendary creature you control: Add one mana of any color. 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Relic of Legends ③ Artifact {T}: Add one mana of any color. Tap an untapped legendary creature you control: Add one mana of any color. 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Roxanne, Starfall Savant ③④⑤ Legendary Creature -- Cat Druid Whenever Roxanne enters or attacks, create a tapped colorless artifact token named Meteorite with "When this token enters, it deals 2 damage to any target" and "{T}: Add one mana of any color." Whenever you tap an artifact token for mana, add one mana of any type that artifact token produced. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ruby, Daring Tracker ④⑤ Legendary Creature -- Human Scout Haste (This creature can attack and {T} as soon as it comes under your control.) Whenever Ruby attacks while you control a creature with power 4 or greater, Ruby gets +2/+2 until end of turn. {T}: Add {R} or {G}. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) 1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

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

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The Infamous Cruelclaw (1)(B)(R)

Legendary Creature -- Weasel Mercenary

Menace

Whenever The Infamous Cruelclaw deals combat damage to a player, exile cards from the top of your library until you exile a nonland card. You may cast that card by discarding a card rather than paying its mana cost.

3/3

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Thornspire Verge

Land

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

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

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Under the Skin

Sorcery

Manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)

You may return a permanent card from your graveyard to your hand.

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