

Archangel Elspeth (2)(W)(W) Legendary Planeswalker -- Elspeth [+1]: Create a 1/1 white Soldier creature token with lifelink. [-2]: Put two +1/+1 counters on target creature. It becomes an Angel in addition to its other types and gains flying. [-6]: Return all nonland permanent cards with mana value 3 or less from your graveyard to the battlefield. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Archangel Elspeth (2)(W)(W) Legendary Planeswalker -- Elspeth [+1]: Create a 1/1 white Soldier creature token with lifelink. [-2]: Put two +1/+1 counters on target creature. It becomes an Angel in addition to its other types and gains flying. [-6]: Return all nonland permanent cards with mana value 3 or less from your graveyard to the battlefield. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Assimilation Aegis (1)(W)(U) Artifact -- Equipment When this Equipment enters, exile up to one target creature until this Equipment leaves the battlefield. Whenever this Equipment becomes attached to a creature, for as long as this Equipment remains attached to it, that creature becomes a copy of a creature card exiled with this Equipment. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Assimilation Aegis (1)(W)(U) Artifact -- Equipment When this Equipment enters, exile up to one target creature until this Equipment leaves the battlefield. Whenever this Equipment becomes attached to a creature, for as long as this Equipment remains attached to it, that creature becomes a copy of a creature card exiled with this Equipment. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Eye of Malcator (2)(U) Artifact When this artifact enters, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) Whenever another artifact you control enters, this artifact becomes a 4/4 Phyrexian Eye artifact creature until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eye of Malcator (2)(U) Artifact When this artifact enters, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) Whenever another artifact you control enters, this artifact becomes a 4/4 Phyrexian Eye artifact creature until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eye of Malcator (2)(U) Artifact When this artifact enters, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) Whenever another artifact you control enters, this artifact becomes a 4/4 Phyrexian Eye artifact creature until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eye of Malcator (2)(U) Artifact When this artifact enters, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) Whenever another artifact you control enters, this artifact becomes a 4/4 Phyrexian Eye artifact creature until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Malcator, Purity Overseer ①②③ Legendary Creature -- Phyrexian Elephant Wizard When Malcator enters, create a 3/3 colorless Phyrexian Golem artifact creature token. At the beginning of your end step, if three or more artifacts entered the battlefield under your control this turn, create a 3/3 colorless Phyrexian Golem artifact creature token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Malcator, Purity Overseer ①②③ Legendary Creature -- Phyrexian Elephant Wizard When Malcator enters, create a 3/3 colorless Phyrexian Golem artifact creature token. At the beginning of your end step, if three or more artifacts entered the battlefield under your control this turn, create a 3/3 colorless Phyrexian Golem artifact creature token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mondrak, Glory Dominus ②③④ Legendary Creature -- Phyrexian Horror If one or more tokens would be created under your control, twice that many of those tokens are created instead. {1}{W/P}{W/P}, Sacrifice two other artifacts and/or creatures: Put an indestructible counter on Mondrak. ({W/P} can be paid with either {W} or 2 life.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mondrak, Glory Dominus ②③④ Legendary Creature -- Phyrexian Horror If one or more tokens would be created under your control, twice that many of those tokens are created instead. {1}{W/P}{W/P}, Sacrifice two other artifacts and/or creatures: Put an indestructible counter on Mondrak. ({W/P} can be paid with either {W} or 2 life.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

sheet 3/9 - 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.

Negate Instant Counter target noncreature spell. 1 U PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate Instant Counter target noncreature spell. 1 U PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate Instant Counter target noncreature spell. 1 U PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oasis Gardener Artifact Creature -- Scarecrow When this creature enters, you gain 2 life. {T}: Add one mana of any color. 3 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Tranquil Cove

Land

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

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Tranquil Cove

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

Transmutation Font 5

Artifact

{T}: Create your choice of a Blood token, a Clue token, or a Food token.

{3}, {T}, Sacrifice three artifact tokens with different names: Search your library for an artifact card, put it onto the battlefield, then shuffle. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Transmutation Font (5)

Artifact

{T}: Create your choice of a Blood token, a Clue token, or a Food token.

{3}, {T}, Sacrifice three artifact tokens with different names: Search your library for an artifact card, put it onto the battlefield, then shuffle. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.de

Transmutation Font ⑤

Artifact

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{T}: Create your choice of a Blood token, a Clue token, or a Food token.
{3}, {T}, Sacrifice three artifact tokens with different names: Search your library for an artifact card, put it onto the battlefield, then shuffle. Activate only as a sorcery.
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Bring the Ending (1)(U)

Instant

Counter target spell unless its controller pays {2}.
Corrupted -- Counter that spell instead if its controller has three or more poison counters.

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Change the Equation (1)(U)

Instant

Choose one --

- * Counter target spell with mana value 2 or less.
- * Counter target red or green spell with mana value 6 or less.

[sidebar]

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Guardian of the Great Door (W)(W)

Creature -- Angel

As an additional cost to cast this spell, tap four untapped artifacts, creatures, and/or lands you control Flying

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4/4

Guardian of the Great Door W W Creature -- Angel As an additional cost to cast this spell, tap four untapped artifacts, creatures, and/or lands you control. Flying [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reasonable Doubt 1 U Instant Counter target spell unless its controller pays {2}. Suspect up to one target creature. (A suspected creature has menace and can't block.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reasonable Doubt 1 U Instant Counter target spell unless its controller pays {2}. Suspect up to one target creature. (A suspected creature has menace and can't block.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunfall 3 W W Sorcery Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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