

Brotherhood's End (1)(R)(R) Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brotherhood's End (1)(R)(R) Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brotherhood's End (1)(R)(R) Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brotherhood's End (1)(R)(R) Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Calamity, Galloping Inferno (4)(R)(R) Legendary Creature -- Horse Mount Haste Whenever Calamity attacks while saddled, choose a nonlegendary creature that saddled it this turn and create a tapped and attacking token that's a copy of it. Sacrifice that token at the beginning of the next end step. Repeat this process once. Saddle 1 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Calamity, Galloping Inferno (4)(R)(R) Legendary Creature -- Horse Mount Haste Whenever Calamity attacks while saddled, choose a nonlegendary creature that saddled it this turn and create a tapped and attacking token that's a copy of it. Sacrifice that token at the beginning of the next end step. Repeat this process once. Saddle 1 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Calamity, Galloping Inferno (4)(R)(R) Legendary Creature -- Horse Mount Haste Whenever Calamity attacks while saddled, choose a nonlegendary creature that saddled it this turn and create a tapped and attacking token that's a copy of it. Sacrifice that token at the beginning of the next end step. Repeat this process once. Saddle 1 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Calamity, Galloping Inferno (4)(R)(R) Legendary Creature -- Horse Mount Haste Whenever Calamity attacks while saddled, choose a nonlegendary creature that saddled it this turn and create a tapped and attacking token that's a copy of it. Sacrifice that token at the beginning of the next end step. Repeat this process once. Saddle 1 4/6 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	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
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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Glimpse the Core ①⑥ Sorcery Choose one -- * Search your library for a basic Forest card, put that card onto the battlefield tapped, then shuffle. * Return target Cave card from your graveyard to the battlefield tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glimpse the Core ①⑥ Sorcery Choose one -- * Search your library for a basic Forest card, put that card onto the battlefield tapped, then shuffle. * Return target Cave card from your graveyard to the battlefield tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Mountain

Basic Land -- Mountain

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

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Basic Land -- Mountain

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Outcaster Trailblazer (2)(G)

Creature -- Human Druid

When this creature enters, add one mana of any color.

Whenever another creature you control with power 4 or greater enters, draw a card.

Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

4/2

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Outcaster Trailblazer (2)(G)

Creature -- Human Druid

When this creature enters, add one mana of any color.

Whenever another creature you control with power 4 or greater enters, draw a card.

Plot {2}{6} (You may pay {2}{6} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

4/2

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Railway Brawler (3)(G)(G)

Creature -- Rhino Warrior

Reach, trample
Whenever another creature you control enters, put $X +1/+1$ counters on it, where X is its power.
Plot $\{3\}\{G\}$ (You may pay $\{3\}\{G\}$ and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

5/5

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Elesh Norn, Mother of Machines (4)(W) Legendary Creature -- Phyrexian Praetor Vigilance If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. Permanents entering don't cause abilities of permanents your opponents control to trigger. [sideboard] 4/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elesh Norn, Mother of Machines (4)(W) Legendary Creature -- Phyrexian Praetor Vigilance If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. Permanents entering don't cause abilities of permanents your opponents control to trigger. [sideboard] 4/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elesh Norn, Mother of Machines (4)(W) Legendary Creature -- Phyrexian Praetor Vigilance If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. Permanents entering don't cause abilities of permanents your opponents control to trigger. [sideboard] 4/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elesh Norn, Mother of Machines (4)(W) Legendary Creature -- Phyrexian Praetor Vigilance If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. Permanents entering don't cause abilities of permanents your opponents control to trigger. [sideboard] 4/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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.

Nissa, Ascended Animist 3GGGP Legendary Planeswalker -- Nissa Completed ({G/P} can be paid with {G} or 2 life. For each {G/P} paid with life, this planeswalker enters with two fewer loyalty counters.) [+1]: Create an X/X green Phyrexian Horror creature token, where X is Nissa's loyalty. [-1]: Destroy target artifact or enchantment. [-7]: Until end of turn, creatures you control get +1/+1 for each Forest you control and gain trample. [sideboard] L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nissa, Ascended Animist 3GGGP Legendary Planeswalker -- Nissa Completed ({G/P} can be paid with {G} or 2 life. For each {G/P} paid with life, this planeswalker enters with two fewer loyalty counters.) [+1]: Create an X/X green Phyrexian Horror creature token, where X is Nissa's loyalty. [-1]: Destroy target artifact or enchantment. [-7]: Until end of turn, creatures you control get +1/+1 for each Forest you control and gain trample. [sideboard] L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nissa, Ascended Animist 3GGGP Legendary Planeswalker -- Nissa Completed ({G/P} can be paid with {G} or 2 life. For each {G/P} paid with life, this planeswalker enters with two fewer loyalty counters.) [+1]: Create an X/X green Phyrexian Horror creature token, where X is Nissa's loyalty. [-1]: Destroy target artifact or enchantment. [-7]: Until end of turn, creatures you control get +1/+1 for each Forest you control and gain trample. [sideboard] L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Obstinate Baloth 2GG Creature -- Beast When this creature enters, you gain 4 life. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Obstinate Baloth 2GG Creature -- Beast When this creature enters, you gain 4 life. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Obstinate Baloth 2GG Creature -- Beast When this creature enters, you gain 4 life. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Obstinate Baloth 2GG Creature -- Beast When this creature enters, you gain 4 life. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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 PLAYbotbox.dev

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] 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tyrranax Rex 4GGG Creature -- Phyrexian Dinosaur This spell can't be countered. Trample, ward {4}, haste Toxic 4 (Players dealt combat damage by this creature also get four poison counters.) [sideboard] 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tyrranax Rex 4GGG Creature -- Phyrexian Dinosaur This spell can't be countered. Trample, ward {4}, haste Toxic 4 (Players dealt combat damage by this creature also get four poison counters.) [sideboard] 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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