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| <p><b>Altanak, the Thrice-Called</b> ⑤⑥⑥</p> <p>Legendary Creature -- Insect Beast</p> <p>Trample<br/>Whenever Altanak becomes the target of a spell or ability an opponent controls, draw a card.<br/>{1}{G}, Discard this card: Return target land card from your graveyard to the battlefield tapped.</p> <p>9/9</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Botanical Sanctum</b></p> <p>Land</p> <p>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                | <p><b>Botanical Sanctum</b></p> <p>Land</p> <p>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                | <p><b>Botanical Sanctum</b></p> <p>Land</p> <p>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                |
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Playtest cards - mw\_94gA - Standard (??? ~????????~ Izzet Explosive Experiment Event)

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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <b>Founding the Third Path</b> <span>1</span><span>U</span> </div> <div>           Enchantment -- Saga         </div> <div> <p>Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)</p> <p>I -- You may cast an instant or sorcery spell with mana value 1 or 2 from your hand without paying its mana cost.</p> <p>II -- Target player mills four cards.</p> <p>III -- Exile target instant or sorcery card from your graveyard. Copy it. You may cast the copy.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Founding the Third Path</b> <span>1</span><span>U</span> </div> <div>           Enchantment -- Saga         </div> <div> <p>Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)</p> <p>I -- You may cast an instant or sorcery spell with mana value 1 or 2 from your hand without paying its mana cost.</p> <p>II -- Target player mills four cards.</p> <p>III -- Exile target instant or sorcery card from your graveyard. Copy it. You may cast the copy.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Founding the Third Path</b> <span>1</span><span>U</span> </div> <div>           Enchantment -- Saga         </div> <div> <p>Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)</p> <p>I -- You may cast an instant or sorcery spell with mana value 1 or 2 from your hand without paying its mana cost.</p> <p>II -- Target player mills four cards.</p> <p>III -- Exile target instant or sorcery card from your graveyard. Copy it. You may cast the copy.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Hedge Maze</b> </div> <div>           Land -- Forest Island         </div> <div> <p>{T}: Add {G} or {U}.)</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                     |

Playtest cards - mw\_94ga - Standard (??? ~????????~ Izzet Explosive Experiment Event)

sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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## Hedge Maze

Land -- Forest Island

(**{T}**: Add **{G}** or **{U}**.)  
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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## Island

Basic Land -- Island

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

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## Mountain

Basic Land -- Mountain

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

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## Pyroclasm

① R

Sorcery

Pyroclasm deals 2 damage to each creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pyroclasm

① R

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Pyroclasm deals 2 damage to each creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

## Pyroclasm

① R

Sorcery

Pyroclasm deals 2 damage to each creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Say Its Name**

① ⑥

Sorcery

Mill three cards. Then you may return a creature or land card from your graveyard to your hand. Exile this card and two other cards named Say Its Name from your graveyard: Search your graveyard, hand, and/or library for a card named Altanak, the Thrice-Called and put it onto the battlefield. If you search your library this way, shuffle. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Say Its Name**

① ⑥

Sorcery

Mill three cards. Then you may return a creature or land card from your graveyard to your hand. Exile this card and two other cards named Say Its Name from your graveyard: Search your graveyard, hand, and/or library for a card named Altanak, the Thrice-Called and put it onto the battlefield. If you search your library this way, shuffle. Activate only as a sorcery.

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## Yavimaya Coast

Land

{T}: Add {C}.  
{T}: Add {G} or {U}. This land deals  
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

{T}: Add {C}.  
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## Yavimaya Coast

Land

```
{T}: Add {C}.
{T}: Add {G} or {U}. This land deals
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```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Get Out

UU

Instant

Choose one --

- \* Counter target creature or enchantment spell.
- \* Return one or two target creatures and/or enchantments you own to your hand.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Get Out

UU

Instant

Choose one --

- \* Counter target creature or enchantment spell.
- \* Return one or two target creatures and/or enchantments you own to your hand.

[sideboard]

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## Karn's Sylex

③

### Legendary Artifact

Karn's Sylex enters tapped.  
Players can't pay life to cast  
spells or to activate abilities that  
aren't mana abilities.  
{X}, {T}, Exile Karn's Sylex:  
Destroy each nonland permanent with  
mana value X or less. Activate only  
as a sorcery.

[sideboard]

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## Monstrous Emergence

① ⑧

Sorcerv

As an additional cost to cast this spell, choose a creature you control or reveal a creature card from your hand.

Monstrous Emergence deals damage equal to the power of the creature you chose or the card you revealed to target creature.

[sideboard]

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① ②

As an additional cost to cast this spell, choose a creature you control or reveal a creature card from your hand.

Monstrous Emergence deals damage equal to the power of the creature you chose or the card you revealed to target creature.

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① ②

Counter target noncreature spell.

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① ②

Choose one --

```
* Destroy target creature with flying.
* Destroy target enchantment.
* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
```

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① ②

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① ②

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```

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2 G

When this creature enters, you may destroy target artifact or enchantment.

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2/1

2 G

When this creature enters, you may destroy target artifact or enchantment.

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2/1

U

Enchant creature  
Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.  
As long as enchanted creature is face down, it can't be turned face up.

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| <div> <div> <b>Unable to Scream</b> <span>U</span> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature</p> <p>Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.</p> <p>As long as enchanted creature is face down, it can't be turned face up.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Unable to Scream</b> <span>U</span> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature</p> <p>Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.</p> <p>As long as enchanted creature is face down, it can't be turned face up.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Up the Beanstalk</b> <span>16</span> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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