

Authority of the Consuls (W) Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Azorius Guildgate Land -- Gate This land enters tapped. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boros Guildgate Land -- Gate This land enters tapped. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cease (1 6/6) Instant Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card. ----- RIGHT HALF ----- Desist (4 6/4 6/4) Sorcery Destroy all artifacts and enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Circuitous Route 3G Sorcery Search your library for up to two basic land cards and/or Gate cards, put them onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cruelclaw's Heist B B Sorcery Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cruelclaw's Heist B B Sorcery Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cruelclaw's Heist B B Sorcery Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Izzet Guildgate Land -- Gate This land enters tapped. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kaya, Intangible Slayer 3 W W B B Legendary Planeswalker -- Kaya Hexproof [+2]: Each opponent loses 3 life and you gain 3 life. [0]: You draw two cards. Then each opponent may scry 1. [-3]: Exile target creature or enchantment. If it wasn't an Aura, create a token that's a copy of it, except it's a 1/1 white Spirit creature with flying in addition to its other types. L 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mazemind Tome 2 Artifact -- Book {T}, Put a page counter on this artifact: Scry 1. (Look at the top card of your library. You may put that card on the bottom.) {2}, {T}, Put a page counter on this artifact: Draw a card. When there are four or more page counters on this artifact, exile it. If you do, you gain 4 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mazemind Tome 2 Artifact -- Book {T}, Put a page counter on this artifact: Scry 1. (Look at the top card of your library. You may put that card on the bottom.) {2}, {T}, Put a page counter on this artifact: Draw a card. When there are four or more page counters on this artifact, exile it. If you do, you gain 4 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Thomas, Andrew - Standard (Standard Regional Qualifier)

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

②

{T}, Put a page counter on this artifact: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

{2}, {T}, Put a page counter on this artifact: Draw a card.

When there are four or more page counters on this artifact, exile it. If you do, you gain 4 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped.

{T}: Add {C}.

{3}, {T}, Return this land to its owner's hand: Search your library for a Gate card, put it onto the battlefield, then shuffle. If you control ten or more Gates with different names, you win the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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This land enters tapped.
{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

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.

4/4

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land - - Gate

This land enters tapped.
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

WB

Destroy all nonland permanents with mana value 1 or less.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pest Control



Sorcery

Destroy all nonland permanents with mana value 1 or less.
Cycling {2} ({2}, Discard this card: Draw a card.)

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Sorcery

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Rakdos Guildgate

Land - - Gate

This land enters tapped.
{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Selesnya Guildgate

Land - - Gate

This land enters tapped.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simic Guildgate

Land - - Gate

This land enters tapped.
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spe'lunking



Enchantment

When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life. Lands you control enter untapped.

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The End 2BB Instant This spell costs {2} less to cast if your life total is 5 or less. Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The End 2BB Instant This spell costs {2} less to cast if your life total is 5 or less. Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The End 2BB Instant This spell costs {2} less to cast if your life total is 5 or less. Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The End 2BB Instant This spell costs {2} less to cast if your life total is 5 or less. Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Thran Portal Land -- Gate This land enters tapped unless you control two or fewer other lands. As this land enters, choose a basic land type. This land is the chosen type in addition to its other types. Mana abilities of this land cost an additional 1 life to activate. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Virtue of Persistence 5BB Enchantment At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. ----- ADVENTURE ----- Loathwain Scorn 1B 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 5BB Enchantment At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. ----- ADVENTURE ----- Loathwain Scorn 1B 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 5BB Enchantment At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. ----- ADVENTURE ----- Loathwain Scorn 1B Sorcery -- Adventure Target creature gets -3/-3 until end of turn. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Volatile Fault

Land - - Cave

{T}: Add {C}.
{1}, {T}, Sacrifice this land:
Destroy target nonbasic land an
opponent controls. That player may
search their library for a basic
land card, put it onto the
battlefield, then shuffle. You
create a Treasure token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

Instant

Destroy target creature with total power and toughness 5 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Instant

Destroy target creature with total power and toughness 5 or less.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

Instant

Destroy target creature with total power and toughness 5 or less.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

Instant

Target creature gets -2/-2 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Target creature gets -2/-2 until end of turn.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 W B

Lifelink, hexproof from instants
As long as your life total is
greater than your starting life
total, Elenda gets +1/+1 and has
menace. Elenda gets an additional
+5/+5 as long as your life total is
at least 10 greater than your
starting life total.

[sidebar]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2WB

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As long as your life total is
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menace. Elenda gets an additional
+5/+5 as long as your life total is
at least 10 greater than your
starting life total.

[sidebar]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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{2}, Sacrifice this creature: Choose
one --
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- * Destroy target artifact.
- * Destroy target enchantment.
- * Draw a card. Then you may put a land card from your hand onto the battlefield tapped.

[sidebar]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

{2}, Sacrifice this creature: Choose one --

- * Destroy target artifact.
- * Destroy target enchantment.
- * Draw a card. Then you may put a land card from your hand onto the battlefield tapped.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② B

Target creature gets -2/-2 until end of turn. You gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② B

Target creature gets -2/-2 until end of turn. You gain 2 life.

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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.

Nowhere to Run 1 B Enchantment Flash When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stab B Instant Target creature gets -2/-2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stab B Instant Target creature gets -2/-2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	