

Ascendant Spirit Ⓢ Snow Creature -- Spirit <code>{S}{S}</code>: This creature becomes a Spirit Warrior with base power and toughness 2/3. <code>{S}{S}{S}</code>: If this creature is a Warrior, put a flying counter on it and it becomes a Spirit Warrior Angel with base power and toughness 4/4. <code>{S}{S}{S}{S}</code>: If this creature is an Angel, put two +1/+1 counters on it and it gains "Whenever this creature deals combat damage to a player, draw a card." 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ascendant Spirit Ⓢ Snow Creature -- Spirit <code>{S}{S}</code>: This creature becomes a Spirit Warrior with base power and toughness 2/3. <code>{S}{S}{S}</code>: If this creature is a Warrior, put a flying counter on it and it becomes a Spirit Warrior Angel with base power and toughness 4/4. <code>{S}{S}{S}{S}</code>: If this creature is an Angel, put two +1/+1 counters on it and it gains "Whenever this creature deals combat damage to a player, draw a card." 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ascendant Spirit Ⓢ Snow Creature -- Spirit <code>{S}{S}</code>: This creature becomes a Spirit Warrior with base power and toughness 2/3. <code>{S}{S}{S}</code>: If this creature is a Warrior, put a flying counter on it and it becomes a Spirit Warrior Angel with base power and toughness 4/4. <code>{S}{S}{S}{S}</code>: If this creature is an Angel, put two +1/+1 counters on it and it gains "Whenever this creature deals combat damage to a player, draw a card." 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ascendant Spirit Ⓢ Snow Creature -- Spirit <code>{S}{S}</code>: This creature becomes a Spirit Warrior with base power and toughness 2/3. <code>{S}{S}{S}</code>: If this creature is a Warrior, put a flying counter on it and it becomes a Spirit Warrior Angel with base power and toughness 4/4. <code>{S}{S}{S}{S}</code>: If this creature is an Angel, put two +1/+1 counters on it and it gains "Whenever this creature deals combat damage to a player, draw a card." 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Behold the Multiverse ③Ⓢ Instant Scry 2, then draw two cards. Foretell <code>{1}{U}</code> (During your turn, you may pay <code>{2}</code> and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Behold the Multiverse ③Ⓢ Instant Scry 2, then draw two cards. Foretell <code>{1}{U}</code> (During your turn, you may pay <code>{2}</code> and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Consider Ⓢ Instant Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Consider Ⓢ Instant Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Delver of Secrets Card OTHER FACE Delver of Secrets Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Delver of Secrets Card OTHER FACE Delver of Secrets Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Expressive Iteration Sorcery Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Expressive Iteration Sorcery Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Expressive Iteration U R Sorcery Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Expressive Iteration U R Sorcery Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faceless Haven Snow Land {T}: Add {C}. {S}{S}{S}: This land becomes a 4/3 creature with vigilance and all creature types until end of turn. It's still a land. ({S} can be paid with one mana from a snow source.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Frost Bite R Snow Instant Frost Bite deals 2 damage to target creature or planeswalker. If you control three or more snow permanents, it deals 3 damage instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Magmatic Channeler

① R

Creature -- Human Wizard

As long as there are four or more instant and/or sorcery cards in your graveyard, this creature gets +3/+1. {T}, Discard a card: Exile the top two cards of your library, then choose one of them. You may play that card this turn.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Play with Fire

®

Instant

Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.)

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Riverglide Pathway

Land

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

- - - BACK FACE - - -

Lavaglide Pathway

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Riverglide Pathway Land {T}: Add {U}. ----- BACK FACE ----- Lavaglide Pathway Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverglide Pathway Land {T}: Add {U}. ----- BACK FACE ----- Lavaglide Pathway Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverglide Pathway Land {T}: Add {U}. ----- BACK FACE ----- Lavaglide Pathway Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Saw It Coming Instant Counter target spell. Foretell {1}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Thermo-Alchemist 1 R Creature -- Human Shaman Defender {T}: This creature deals 1 damage to each opponent. Whenever you cast an instant or sorcery spell, untap this creature. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thermo-Alchemist 1 R Creature -- Human Shaman Defender {T}: This creature deals 1 damage to each opponent. Whenever you cast an instant or sorcery spell, untap this creature. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thermo-Alchemist 1 R Creature -- Human Shaman Defender {T}: This creature deals 1 damage to each opponent. Whenever you cast an instant or sorcery spell, untap this creature. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thermo-Alchemist 1 R Creature -- Human Shaman Defender {T}: This creature deals 1 damage to each opponent. Whenever you cast an instant or sorcery spell, untap this creature. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Burning Hands 1 R Instant Burning Hands deals 2 damage to target creature or planeswalker. If that permanent is green, Burning Hands deals 6 damage instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Burning Hands 1 R Instant Burning Hands deals 2 damage to target creature or planeswalker. If that permanent is green, Burning Hands deals 6 damage instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cathartic Pyre 1 R Instant Choose one -- * Cathartic Pyre deals 3 damage to target creature or planeswalker. * Discard up to two cards, then draw that many cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cathartic Pyre 1 R Instant Choose one -- * Cathartic Pyre deals 3 damage to target creature or planeswalker. * Discard up to two cards, then draw that many cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Crush the Weak 2R Sorcery Crush the Weak deals 2 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead. Foretell {R} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crush the Weak 2R Sorcery Crush the Weak deals 2 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead. Foretell {R} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disdainful Stroke 1U Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disdainful Stroke 1U Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Fading Hope U Instant Return target creature to its owner's hand. If its mana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fading Hope U Instant Return target creature to its owner's hand. If its mana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate 1U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate 1U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Test of Talents

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Instant

Counter target instant or sorcery spell. Search its controller's graveyard, hand, and library for any number of cards with the same name as that spell and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Thundering Rebuke

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Sorcery

Thundering Rebuke deals 4 damage to target creature or planeswalker.

[sideboard]

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botbox.dev

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①②

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Thundering Rebuke deals 4 damage to target creature or planeswalker.

[sideboard]

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botbox.dev

Playtest cards - reda0 - Standard (Standard League)

sheet 10/10 - 3 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.