

Playtest cards - echoecho - Standard (Standard League) sheet 1/10 - 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.

Clarion Spirit 1 W Creature -- Spirit Whenever you cast your second spell each turn, create a 1/1 white Spirit creature token with flying. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clarion Spirit 1 W Creature -- Spirit Whenever you cast your second spell each turn, create a 1/1 white Spirit creature token with flying. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cragcrown Pathway Land {T}: Add {R}. ----- BACK FACE ----- Timbercrown Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cragcrown Pathway Land {T}: Add {R}. ----- BACK FACE ----- Timbercrown Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Edgwall Innkeeper 6 Creature -- Human Peasant Whenever you cast a creature spell that has an Adventure, draw a card. (It doesn't need to have gone on the adventure first.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Edgwall Innkeeper 6 Creature -- Human Peasant Whenever you cast a creature spell that has an Adventure, draw a card. (It doesn't need to have gone on the adventure first.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev
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3 W

Landfall -- Whenever a land you control enters, choose one --

- * Create a 2/2 white Cat Beast creature token.
- * Put a +1/+1 counter on each creature you control. Those creatures gain vigilance until end of turn.

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- * Create a 2/2 white Cat Beast creature token.
- * Put a +1/+1 counter on each creature you control. Those creatures gain vigilance until end of turn.

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$$(\{T\}: \text{Add } \{G\}.)$$
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W

Creature -- Human Peasant

$\{1\}W$, T : Tap target creature.

1/2

- - - ADVENTURE - - -

- - - ADVENTURE - -

- - - ADVENTURE - -

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Destroy target creature with power 4 or greater. (Then exile this card. You may cast the creature later from exile.)

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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Needleverge Pathway Card ----- OTHER FACE ----- Needleverge Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shepherd of the Flock ①Ⓜ Creature -- Human Peasant 3/1 ----- ADVENTURE ----- Usher to Safety Ⓜ Instant -- Adventure Return target permanent you control to its owner's hand. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Shepherd of the Flock ①Ⓜ Creature -- Human Peasant 3/1 ----- ADVENTURE ----- Usher to Safety Ⓜ Instant -- Adventure Return target permanent you control to its owner's hand. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Showdown of the Skalds ②ⓇⓂ Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Exile the top four cards of your library. Until the end of your next turn, you may play those cards. II, III -- Whenever you cast a spell this turn, put a +1/+1 counter on target creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Showdown of the Skalds ②ⓇⓂ Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Exile the top four cards of your library. Until the end of your next turn, you may play those cards. II, III -- Whenever you cast a spell this turn, put a +1/+1 counter on target creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Showdown of the Skalds ②ⓇⓂ Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Exile the top four cards of your library. Until the end of your next turn, you may play those cards. II, III -- Whenever you cast a spell this turn, put a +1/+1 counter on target creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

Showdown of the Skalds (2)(R)(W) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Exile the top four cards of your library. Until the end of your next turn, you may play those cards. II, III -- Whenever you cast a spell this turn, put a +1/+1 counter on target creature you control. 1/1	Tangled Florahedron (1)(G) Creature -- Elemental {T}: Add {G}. 1/1	Tangled Florahedron (1)(G) Creature -- Elemental {T}: Add {G}. 1/1	Toski, Bearer of Secrets (3)(G) Legendary Creature -- Squirrel This spell can't be countered. Indestructible Toski attacks each combat if able. Whenever a creature you control deals combat damage to a player, draw a card. 1/1
Drannith Magistrate (1)(W) Creature -- Human Wizard Your opponents can't cast spells from anywhere other than their hands. [sideboard] 1/3	Drannith Magistrate (1)(W) Creature -- Human Wizard Your opponents can't cast spells from anywhere other than their hands. [sideboard] 1/3	Drannith Magistrate (1)(W) Creature -- Human Wizard Your opponents can't cast spells from anywhere other than their hands. [sideboard] 1/3	Drannith Magistrate (1)(W) Creature -- Human Wizard Your opponents can't cast spells from anywhere other than their hands. [sideboard] 1/3

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

Redcap Melee R Instant Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Redcap Melee R Instant Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reidane, God of the Worthy Card [sideboard] ----- OTHER FACE ----- Reidane, God of the Worthy Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reidane, God of the Worthy Card [sideboard] ----- OTHER FACE ----- Reidane, God of the Worthy Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Reidane, God of the Worthy Card [sideboard] ----- OTHER FACE ----- Reidane, God of the Worthy Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reidane, God of the Worthy Card [sideboard] ----- OTHER FACE ----- Reidane, God of the Worthy Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roiling Vortex 1R Enchantment At the beginning of each player's upkeep, this enchantment deals 1 damage to them. Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player. {R}: Your opponents can't gain life this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roiling Vortex 1R Enchantment At the beginning of each player's upkeep, this enchantment deals 1 damage to them. Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player. {R}: Your opponents can't gain life this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

G

Target opponent sacrifices a creature of their choice with flying.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Choose one --

- * Destroy target artifact.
- * Shredded Sails deals 4 damage to target creature with flying.

Cycling {2} ({2}), Discard this card: Draw a card.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

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Choose one --
* Destroy target artifact.
* Shredded Sails deals 4 damage to
target creature with flying.
Cycling {2} ({2}), Discard this card:
Draw a card.)
```

[sideboard]

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