

**Playtest cards - Trompetera - 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.

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| <div><div>Clarion Spirit</div><div><div>1</div><div>W</div></div><div>Creature -- Spirit</div><div>Whenever you cast your second spell each turn, create a 1/1 white Spirit creature token with flying.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Clarion Spirit</div><div><div>1</div><div>W</div></div><div>Creature -- Spirit</div><div>Whenever you cast your second spell each turn, create a 1/1 white Spirit creature token with flying.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cragcrown Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>----- BACK FACE -----</div><div><div>Timbercrown Pathway</div><div>Land</div><div>{T}: Add {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div>Cragcrown Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>----- BACK FACE -----</div><div><div>Timbercrown Pathway</div><div>Land</div><div>{T}: Add {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 |
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**G**

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

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1/1

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② ② W

Flying  
When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.

**3/1**

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When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.

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

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| <div><div>Fabled Passage</div><div>Land</div><div>{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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fabled Passage</div><div>Land</div><div>{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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fabled Passage</div><div>Land</div><div>{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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fabled Passage</div><div>Land</div><div>{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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                  |
| <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                           | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                           | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                           | <div><div>Giant Killer</div><div> Creature -- Human Peasant</div><div>{1}{W}, {T}: Tap target creature.</div><div>1/2</div><div>----- ADVENTURE -----</div><div><div>Chop Down</div><div>Instant -- Adventure</div><div>Destroy target creature with power 4 or greater. (Then exile this card. You may cast the creature later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <b>Giant Killer</b> <span>(W)</span><br>Creature -- Human Peasant<br>{1}{W}, {T}: Tap target creature.<br><br><div>1/2</div> <hr/> <b>Chop Down</b> <span>(2)(W)</span><br>Instant -- Adventure<br>Destroy target creature with power 4 or greater. (Then exile this card. You may cast the creature later from exile.)<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Giant Killer</b> <span>(W)</span><br>Creature -- Human Peasant<br>{1}{W}, {T}: Tap target creature.<br><br><div>1/2</div> <hr/> <b>Chop Down</b> <span>(2)(W)</span><br>Instant -- Adventure<br>Destroy target creature with power 4 or greater. (Then exile this card. You may cast the creature later from exile.)<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Giant Killer</b> <span>(W)</span><br>Creature -- Human Peasant<br>{1}{W}, {T}: Tap target creature.<br><br><div>1/2</div> <hr/> <b>Chop Down</b> <span>(2)(W)</span><br>Instant -- Adventure<br>Destroy target creature with power 4 or greater. (Then exile this card. You may cast the creature later from exile.)<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Jaspera Sentinel</b> <span>(G)</span><br>Creature -- Elf Rogue<br>Reach<br>{T}, Tap an untapped creature you control: Add one mana of any color.<br><br><div>1/2</div> <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                           |
| <b>Jaspera Sentinel</b> <span>(G)</span><br>Creature -- Elf Rogue<br>Reach<br>{T}, Tap an untapped creature you control: Add one mana of any color.<br><br><div>1/2</div> <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                | <b>Jaspera Sentinel</b> <span>(G)</span><br>Creature -- Elf Rogue<br>Reach<br>{T}, Tap an untapped creature you control: Add one mana of any color.<br><br><div>1/2</div> <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                | <b>Jaspera Sentinel</b> <span>(G)</span><br>Creature -- Elf Rogue<br>Reach<br>{T}, Tap an untapped creature you control: Add one mana of any color.<br><br><div>1/2</div> <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                | <b>Lovestruck Beast</b> <span>(2)(G)</span><br>Creature -- Beast Noble<br>This creature can't attack unless you control a 1/1 creature.<br><br><div>5/5</div> <hr/> <b>Heart's Desire</b> <span>(G)</span><br>Sorcery -- Adventure<br>Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.)<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

**Playtest cards - Trompetera - Standard (Standard League)** sheet 6/10 - 8 cards - 2.5 x 3.5 in each  
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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                    | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                    | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                    | <div>Showdown of the Skalds 2RW</div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- Exile the top four cards of your library. Until the end of your next turn, you may play those cards.<br/>II, III -- Whenever you cast a spell this turn, put a +1/+1 counter on target creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Showdown of the Skalds 2RW</div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- Exile the top four cards of your library. Until the end of your next turn, you may play those cards.<br/>II, III -- Whenever you cast a spell this turn, put a +1/+1 counter on target creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Showdown of the Skalds 2RW</div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- Exile the top four cards of your library. Until the end of your next turn, you may play those cards.<br/>II, III -- Whenever you cast a spell this turn, put a +1/+1 counter on target creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Showdown of the Skalds 2RW</div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- Exile the top four cards of your library. Until the end of your next turn, you may play those cards.<br/>II, III -- Whenever you cast a spell this turn, put a +1/+1 counter on target creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Tangled Florahedron 1G</div> <div>Creature -- Elemental</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>BACK FACE</div> <div>Tangled Vale</div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                  |

**Playtest cards - Trompetera - Standard (Standard League)** sheet 8/10 - 8 cards - 2.5 x 3.5 in each  
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| <div> <b>Glass Casket</b> <span>1</span><span>W</span> </div> <div>Artifact</div> <div> <p>When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield.</p> <p>[sideboard]</p> </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div>                                                                                                                                      | <div> <b>Jegantha, the Wellspring</b> <span>4</span><span>R</span><span>G</span> </div> <div>Legendary Creature -- Elemental Elk</div> <div> <p>Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)</p> <p>{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.</p> <p>[sideboard]</p> </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> | <div> <b>Klothys, God of Destiny</b> <span>1</span><span>R</span><span>G</span> </div> <div>Legendary Enchantment Creature -- God</div> <div> <p>Indestructible</p> <p>As long as your devotion to red and green is less than seven, Klothys isn't a creature.</p> <p>At the beginning of your first main phase, exile target card from a graveyard. If it was a land card, add {R} or {G}. Otherwise, you gain 2 life and Klothys deals 2 damage to each opponent.</p> <p>[sideboard]</p> </div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> | <div> <b>Klothys, God of Destiny</b> <span>1</span><span>R</span><span>G</span> </div> <div>Legendary Enchantment Creature -- God</div> <div> <p>Indestructible</p> <p>As long as your devotion to red and green is less than seven, Klothys isn't a creature.</p> <p>At the beginning of your first main phase, exile target card from a graveyard. If it was a land card, add {R} or {G}. Otherwise, you gain 2 life and Klothys deals 2 damage to each opponent.</p> <p>[sideboard]</p> </div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> |
| <div> <b>Ox of Agonas</b> <span>3</span><span>R</span><span>R</span> </div> <div>Creature -- Ox</div> <div> <p>When this creature enters, discard your hand, then draw three cards. Escape--{R}{R}, Exile eight other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</p> <p>This creature escapes with a +1/+1 counter on it.</p> <p>[sideboard]</p> </div> <div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> | <div> <b>Ox of Agonas</b> <span>3</span><span>R</span><span>R</span> </div> <div>Creature -- Ox</div> <div> <p>When this creature enters, discard your hand, then draw three cards. Escape--{R}{R}, Exile eight other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</p> <p>This creature escapes with a +1/+1 counter on it.</p> <p>[sideboard]</p> </div> <div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div>                                                                                    | <div> <b>Redcap Melee</b> <span>R</span> </div> <div>Instant</div> <div> <p>Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div>                                                                                                                                                                                                                                                      | <div> <b>Redcap Melee</b> <span>R</span> </div> <div>Instant</div> <div> <p>Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div>                                                                                                                                                                                                                                                      |

Reidane, God of the Worthy

Card

[sideboard]

Reidane, God of the Worthy

Card

Reidane, God of the Worthy

Card

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Reidane, God of the Worthy

Card

[sideboard]

Reidane, God of the Worthy

Card

Reidane, God of the Worthy

Card

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Run Afoul

Instant

Target opponent sacrifices a creature of their choice with flying.

[sideboard]

Run Afoul

Instant

Target opponent sacrifices a creature of their choice with flying.

[sideboard]

Run Afoul

Instant

Target opponent sacrifices a creature of their choice with flying.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Playtest cards - Trompetera - Standard (Standard League)

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

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