

Archangel Avacyn 3WW Legendary Creature -- Angel Flash Flying, vigilance When Archangel Avacyn enters, creatures you control gain indestructible until end of turn. When a non-Angel creature you control dies, transform Archangel Avacyn at the beginning of the next upkeep. 4/4 ----- BACK FACE ----- Avacyn, the Purifier Legendary Creature -- Angel Flying When this creature transforms into Avacyn, the Purifier, it deals 3 damage to each other creature and each opponent. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archangel Avacyn 3WW Legendary Creature -- Angel Flash Flying, vigilance When Archangel Avacyn enters, creatures you control gain indestructible until end of turn. When a non-Angel creature you control dies, transform Archangel Avacyn at the beginning of the next upkeep. 4/4 ----- BACK FACE ----- Avacyn, the Purifier Legendary Creature -- Angel Flying When this creature transforms into Avacyn, the Purifier, it deals 3 damage to each other creature and each opponent. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archangel Avacyn 3WW Legendary Creature -- Angel Flash Flying, vigilance When Archangel Avacyn enters, creatures you control gain indestructible until end of turn. When a non-Angel creature you control dies, transform Archangel Avacyn at the beginning of the next upkeep. 4/4 ----- BACK FACE ----- Avacyn, the Purifier Legendary Creature -- Angel Flying When this creature transforms into Avacyn, the Purifier, it deals 3 damage to each other creature and each opponent. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archangel Avacyn 3WW Legendary Creature -- Angel Flash Flying, vigilance When Archangel Avacyn enters, creatures you control gain indestructible until end of turn. When a non-Angel creature you control dies, transform Archangel Avacyn at the beginning of the next upkeep. 4/4 ----- BACK FACE ----- Avacyn, the Purifier Legendary Creature -- Angel Flying When this creature transforms into Avacyn, the Purifier, it deals 3 damage to each other creature and each opponent. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Caves of Koilos

Land

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eldrazi Displacer (2)(W)

Creature -- Eldrazi

Devoid (This card has no color.)
{2}{C}: Exile another target creature, then return it to the battlefield tapped under its owner's control. ({C} represents colorless mana.)

3/3

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Eldrazi Displacer (2)(W)

Creature -- Eldrazi

Devoid (This card has no color.)
{2}{C}: Exile another target
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control. ({C} represents colorless
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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Foundry of the Consuls Land {T}: Add {C}. {5}, {T}, Sacrifice this land: Create two 1/1 colorless Thopter artifact creature tokens with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Foundry of the Consuls Land {T}: Add {C}. {5}, {T}, Sacrifice this land: Create two 1/1 colorless Thopter artifact creature tokens with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Foundry of the Consuls Land {T}: Add {C}. {5}, {T}, Sacrifice this land: Create two 1/1 colorless Thopter artifact creature tokens with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Foundry of the Consuls Land {T}: Add {C}. {5}, {T}, Sacrifice this land: Create two 1/1 colorless Thopter artifact creature tokens with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Gideon, Ally of Zendikar 2WW Legendary Planeswalker -- Gideon [+1]: Until end of turn, Gideon becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn. [0]: Create a 2/2 white Knight Ally creature token. [-4]: You get an emblem with "Creatures you control get +1/+1." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gideon, Ally of Zendikar 2WW Legendary Planeswalker -- Gideon [+1]: Until end of turn, Gideon becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn. [0]: Create a 2/2 white Knight Ally creature token. [-4]: You get an emblem with "Creatures you control get +1/+1." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gideon, Ally of Zendikar 2WW Legendary Planeswalker -- Gideon [+1]: Until end of turn, Gideon becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn. [0]: Create a 2/2 white Knight Ally creature token. [-4]: You get an emblem with "Creatures you control get +1/+1." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gideon, Ally of Zendikar 2WW Legendary Planeswalker -- Gideon [+1]: Until end of turn, Gideon becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn. [0]: Create a 2/2 white Knight Ally creature token. [-4]: You get an emblem with "Creatures you control get +1/+1." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ryuumei - Standard (Standard PTQ Finals)

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}`: Add `{C}`. (`{C}` represents colorless mana.)

0/1

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Basic Land -- Plains

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

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Thraben Inspector W Creature -- Human Soldier When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thraben Inspector W Creature -- Human Soldier When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thraben Inspector W Creature -- Human Soldier When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warping Wail 1 C Instant {C} represents colorless mana. Choose one -- * Exile target creature with power or toughness 1 or less. * Counter target sorcery spell. * Create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Warping Wail 1C Instant {C} represents colorless mana.) Choose one -- * Exile target creature with power or toughness 1 or less. * Counter target sorcery spell. * Create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Westvale Abbey Land {T}: Add {C}. {5}, {T}, Pay 1 life: Create a 1/1 white and black Human Cleric creature token. {5}, {T}, Sacrifice five creatures: Transform this land, then untap it. --- BACK FACE --- Ormendahl, Profane Prince Legendary Creature -- Demon Flying, lifelink, indestructible, haste 9/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Westvale Abbey Land {T}: Add {C}. {5}, {T}, Pay 1 life: Create a 1/1 white and black Human Cleric creature token. {5}, {T}, Sacrifice five creatures: Transform this land, then untap it. --- BACK FACE --- Ormendahl, Profane Prince Legendary Creature -- Demon Flying, lifelink, indestructible, haste 9/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Westvale Abbey Land {T}: Add {C}. {5}, {T}, Pay 1 life: Create a 1/1 white and black Human Cleric creature token. {5}, {T}, Sacrifice five creatures: Transform this land, then untap it. --- BACK FACE --- Ormendahl, Profane Prince Legendary Creature -- Demon Flying, lifelink, indestructible, haste 9/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Archangel of Tithes 1WWW Creature -- Angel Flying As long as this creature is untapped, creatures can't attack you or planeswalkers you control unless their controller pays {1} for each of those creatures. As long as this creature is attacking, creatures can't block unless their controller pays {1} for each of those creatures. [sideboard] 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archangel of Tithes 1WWW Creature -- Angel Flying As long as this creature is untapped, creatures can't attack you or planeswalkers you control unless their controller pays {1} for each of those creatures. As long as this creature is attacking, creatures can't block unless their controller pays {1} for each of those creatures. [sideboard] 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Declaration in Stone 1W Sorcery Exile target creature and all other creatures its controller controls with the same name as that creature. That player investigates for each nontoken creature exiled this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Declaration in Stone 1W Sorcery Exile target creature and all other creatures its controller controls with the same name as that creature. That player investigates for each nontoken creature exiled this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Knight of the White Orchid (W)(W) Creature -- Human Knight First strike When this creature enters, if an opponent controls more lands than you, you may search your library for a Plains card, put it onto the battlefield, then shuffle. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight of the White Orchid (W)(W) Creature -- Human Knight First strike When this creature enters, if an opponent controls more lands than you, you may search your library for a Plains card, put it onto the battlefield, then shuffle. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight of the White Orchid (W)(W) Creature -- Human Knight First strike When this creature enters, if an opponent controls more lands than you, you may search your library for a Plains card, put it onto the battlefield, then shuffle. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight of the White Orchid (W)(W) Creature -- Human Knight First strike When this creature enters, if an opponent controls more lands than you, you may search your library for a Plains card, put it onto the battlefield, then shuffle. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Planar Outburst (3)(W)(W) Sorcery Destroy all nonland creatures. Awaken 4--{5}{W}{W}{W} (If you cast this spell for {5}{W}{W}{W}, also put four +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Planar Outburst (3)(W)(W) Sorcery Destroy all nonland creatures. Awaken 4--{5}{W}{W}{W} (If you cast this spell for {5}{W}{W}{W}, also put four +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quarantine Field (X)(X)(W)(W) Enchantment This enchantment enters with X isolation counters on it. When this enchantment enters, for each isolation counter on it, exile up to one target nonland permanent an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quarantine Field (X)(X)(W)(W) Enchantment This enchantment enters with X isolation counters on it. When this enchantment enters, for each isolation counter on it, exile up to one target nonland permanent an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tragic Arrogance 3 W W Sorcery For each player, you choose from among the permanents that player controls an artifact, a creature, an enchantment, and a planeswalker. Then each player sacrifices all other nonland permanents they control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tragic Arrogance 3 W W Sorcery For each player, you choose from among the permanents that player controls an artifact, a creature, an enchantment, and a planeswalker. Then each player sacrifices all other nonland permanents they control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warping Wail 1 C Instant ({C} represents colorless mana.) Choose one -- * Exile target creature with power or toughness 1 or less. * Counter target sorcery spell. * Create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	