

Agent of Treachery (5)(U)(U) Creature -- Human Rogue When this creature enters, gain control of target permanent. At the beginning of your end step, if you control three or more permanents you don't own, draw three cards. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Agent of Treachery (5)(U)(U) Creature -- Human Rogue When this creature enters, gain control of target permanent. At the beginning of your end step, if you control three or more permanents you don't own, draw three cards. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Agent of Treachery (5)(U)(U) Creature -- Human Rogue When this creature enters, gain control of target permanent. At the beginning of your end step, if you control three or more permanents you don't own, draw three cards. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Castle Ardenvale Land This land enters tapped unless you control a Plains. {T}: Add {W}. {2}{W}{W}, {T}: Create a 1/1 white Human creature token.
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Elspeth Conquers Death 3WW Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Exile target permanent an opponent controls with mana value 3 or greater. II -- Noncreature spells your opponents cast cost {2} more to cast until your next turn. III -- Return target creature or planeswalker card from your graveyard to the battlefield. Put a +1/+1 counter or a loyalty counter on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elspeth Conquers Death 3WW Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Exile target permanent an opponent controls with mana value 3 or greater. II -- Noncreature spells your opponents cast cost {2} more to cast until your next turn. III -- Return target creature or planeswalker card from your graveyard to the battlefield. Put a +1/+1 counter or a loyalty counter on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elspeth Conquers Death 3WW Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Exile target permanent an opponent controls with mana value 3 or greater. II -- Noncreature spells your opponents cast cost {2} more to cast until your next turn. III -- Return target creature or planeswalker card from your graveyard to the battlefield. Put a +1/+1 counter or a loyalty counter on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elspeth Conquers Death 3WW Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Exile target permanent an opponent controls with mana value 3 or greater. II -- Noncreature spells your opponents cast cost {2} more to cast until your next turn. III -- Return target creature or planeswalker card from your graveyard to the battlefield. Put a +1/+1 counter or a loyalty counter on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Elspeth, Sun's Nemesis 2WW Legendary Planeswalker -- Elspeth [-1]: Up to two target creatures you control each get +2/+1 until end of turn. [-2]: Create two 1/1 white Human Soldier creature tokens. [-3]: You gain 5 life. Escape--{4}{W}{W}, Exile four other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev L 5	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	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

Playtest cards - kcomedina - Standard (Standard Challenge)

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 2/12 - 8 cards - 2.5 x 3.5 in each

Fires of Invention ③④ Enchantment You can cast spells only during your turn and you can cast no more than two spells each turn. You may cast spells with mana value less than or equal to the number of lands you control without paying their mana costs. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fires of Invention ③④ Enchantment You can cast spells only during your turn and you can cast no more than two spells each turn. You may cast spells with mana value less than or equal to the number of lands you control without paying their mana costs. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fires of Invention ③④ Enchantment You can cast spells only during your turn and you can cast no more than two spells each turn. You may cast spells with mana value less than or equal to the number of lands you control without paying their mana costs. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fires of Invention ③④ Enchantment You can cast spells only during your turn and you can cast no more than two spells each turn. You may cast spells with mana value less than or equal to the number of lands you control without paying their mana costs. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Glass Casket ①④ Artifact When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallowed Fountain Land -- Plains Island ({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallowed Fountain Land -- Plains Island ({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallowed Fountain Land -- Plains Island ({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hallowed Fountain

Land -- Plains Island

($\{T\}$: Add $\{W\}$ or $\{U\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lukka, Coppercoat Outcast (3)(R)(R)

Legendary Planeswalker -- Lukka

[+1]: Exile the top three cards of your library. Creature cards exiled this way gain "You may cast this card from exile as long as you control a Lukka planeswalker."
[-2]: Exile target creature you control, then reveal cards from the top of your library until you reveal a creature card with greater mana value. Put that card onto the battlefield and the rest on the bottom of your library in a random order.
[-7]: Each creature you control deals damage equal to its power to each opponent.

L 5

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Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raugrin Triome Land -- Island Mountain Plains {T}: Add {U}, {R}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raugrin Triome Land -- Island Mountain Plains {T}: Add {U}, {R}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raugrin Triome Land -- Island Mountain Plains {T}: Add {U}, {R}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Sacred Foundry Land -- Mountain Plains ([T]): Add [R] or [W].) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shark Typhoon Enchantment Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value. Cycling [X]{1}[U] ([X]{1}[U], Discard this card: Draw a card.) When you cycle this card, create an X/X blue Shark creature token with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shark Typhoon Enchantment Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value. Cycling [X]{1}[U] ([X]{1}[U], Discard this card: Draw a card.) When you cycle this card, create an X/X blue Shark creature token with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shark Typhoon Enchantment Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value. Cycling [X]{1}[U] ([X]{1}[U], Discard this card: Draw a card.) When you cycle this card, create an X/X blue Shark creature token with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Shatter the Sky 2 W W Sorcery Each player who controls a creature with power 4 or greater draws a card. Then destroy all creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steam Vents Land -- Island Mountain ({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steam Vents Land -- Island Mountain ({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steam Vents Land -- Island Mountain ({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Steam Vents Land -- Island Mountain ({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Teferi, Time Raveler 1 W U Legendary Planeswalker -- Teferi Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Teferi, Time Raveler 1 W U Legendary Planeswalker -- Teferi Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Teferi, Time Raveler 1 W U Legendary Planeswalker -- Teferi Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① W U

Each opponent can cast spells only any time they could cast a sorcery

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L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Epiphany

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {U} or {R}.

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This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
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This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {U} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

① ② W

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I -- Search your library for a basic Plains card, reveal it, put it into your hand, then shuffle.

II -- Create a 0/4 colorless Wall artifact creature token with defender.

III -- You gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Birth of Meletis ⁽¹⁾ ^(W)

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I -- Search your library for a basic Plains card, reveal it, put it into your hand, then shuffle.

II -- Create a 0/4 colorless Wall artifact creature token with defender.

III -- You gain 2 life.

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The Birth of Meletis (1)(W)

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I -- Search your library for a basic Plains card, reveal it, put it into your hand, then shuffle.

II -- Create a 0/4 colorless Wall artifact creature token with defender.

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The Birth of Meletis ①W

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I -- Search your library for a basic Plains card, reveal it, put it into your hand, then shuffle.

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sheet 10/12 - 8 cards - 2.5 x 3.5 in each

Glass Casket ①④ Artifact When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute ②④ Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute ②④ Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute ②④ Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
The Wanderer ③④ Legendary Planeswalker Prevent all noncombat damage that would be dealt to you and other permanents you control. [-2]: Exile target creature with power 4 or greater. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Wanderer ③④ Legendary Planeswalker Prevent all noncombat damage that would be dealt to you and other permanents you control. [-2]: Exile target creature with power 4 or greater. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yorion, Sky Nomad ③④④ Legendary Creature -- Bird Serpent Companion -- Your starting deck contains at least twenty cards more than the minimum deck size. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) Flying When Yorion enters, exile any number of other nonland permanents you own and control. Return those cards to the battlefield at the beginning of the next end step. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	