

Binding the Old Gods 2B6 Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Destroy target nonland permanent an opponent controls. II -- Search your library for a Forest card, put it onto the battlefield tapped, then shuffle. III -- Creatures you control gain deathtouch until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Binding the Old Gods 2B6 Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Destroy target nonland permanent an opponent controls. II -- Search your library for a Forest card, put it onto the battlefield tapped, then shuffle. III -- Creatures you control gain deathtouch until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clearwater Pathway Card OTHER FACE Clearwater Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clearwater Pathway Card OTHER FACE Clearwater Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Eliminate 1B Instant Destroy target creature or planeswalker with mana value 3 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eliminate 1B Instant Destroy target creature or planeswalker with mana value 3 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eliminate 1B Instant Destroy target creature or planeswalker with mana value 3 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emergent Ultimatum B B G G G U U Sorcery Search your library for up to three monocolored cards with different names and exile them. An opponent chooses one of those cards. Shuffle that card into your library. You may cast the other cards without paying their mana costs. Exile Emergent Ultimatum. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Heartless Act 1 B Instant Choose one -- * Destroy target creature with no counters on it. * Remove up to three counters from target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heartless Act 1 B Instant Choose one -- * Destroy target creature with no counters on it. * Remove up to three counters from target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heartless Act 1 B Instant Choose one -- * Destroy target creature with no counters on it. * Remove up to three counters from target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heartless Act 1 B Instant Choose one -- * Destroy target creature with no counters on it. * Remove up to three counters from target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jwari Disruption 1 U Instant Counter target spell unless its controller pays {1}. ----- BACK FACE ----- Jwari Ruins Land This land enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jwari Disruption①② Instant Counter target spell unless its controller pays {1}. ----- BACK FACE ----- Jwari Ruins Land This land enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ketria Triome Land -- Forest Island Mountain {T}: Add {G}, {U}, or {R}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kiora Bests the Sea God⑤③③ Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Create an 8/8 blue Kraken creature token with hexproof. II -- Tap all nonland permanents target opponent controls. They don't untap during their controller's next untap step. III -- Gain control of target permanent an opponent controls. Untap it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute②③ Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mystical Dispute②③ Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute②③ Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Omen of the Sea①③ Enchantment Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, scry 2, then draw a card. {2}{U}, Sacrifice this enchantment: Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Omen of the Sea①③ Enchantment Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, scry 2, then draw a card. {2}{U}, Sacrifice this enchantment: Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Omen of the Sea (1)(U) Enchantment Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, scry 2, then draw a card. {2}{U}, Sacrifice this enchantment: Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Omen of the Sea (1)(U) Enchantment Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, scry 2, then draw a card. {2}{U}, Sacrifice this enchantment: Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pelakka Predation (2)(B) Sorcery Target opponent reveals their hand. You choose a card from it with mana value 3 or greater. That player discards that card. ----- BACK FACE ----- Pelakka Caverns Land This land enters tapped. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Polukranos, Unchained (2)(B)(G) Legendary Creature -- Zombie Hydra Polukranos enters with six +1/+1 counters on it. It escapes with twelve +1/+1 counters on it instead. If damage would be dealt to Polukranos while it has a +1/+1 counter on it, prevent that damage and remove that many +1/+1 counters from it. {1}{B}{G}: Polukranos fights another target creature. Escape--{4}{B}{G}, Exile six other cards from your graveyard. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Polukranos, Unchained (2)(B)(G) Legendary Creature -- Zombie Hydra Polukranos enters with six +1/+1 counters on it. It escapes with twelve +1/+1 counters on it instead. If damage would be dealt to Polukranos while it has a +1/+1 counter on it, prevent that damage and remove that many +1/+1 counters from it. {1}{B}{G}: Polukranos fights another target creature. Escape--{4}{B}{G}, Exile six other cards from your graveyard. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Professor Onyx (4)(B)(B) Legendary Planeswalker -- Liliana Magecraft -- Whenever you cast or copy an instant or sorcery spell, each opponent loses 2 life and you gain 2 life. [+1]: You lose 1 life. Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard. [-3]: Each opponent sacrifices a creature with the greatest power among creatures that player controls. [-8]: Each opponent may discard a card. If they don't, they lose 3 life. Repeat this process six more times. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sea Gate Restoration (4)(U)(U)(U) Sorcery Draw cards equal to the number of cards in your hand plus one. You have no maximum hand size for the rest of the game. ----- BACK FACE ----- Sea Gate, Reborn Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shadows' Verdict (3)(B)(B) Sorcery Exile all creatures and planeswalkers with mana value 3 or less from the battlefield and all creature and planeswalker cards with mana value 3 or less from all graveyards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shadows' Verdict 3 B B Sorcery Exile all creatures and planeswalkers with mana value 3 or less from the battlefield and all creature and planeswalker cards with mana value 3 or less from all graveyards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple of Malady Land 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 {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Temple of Malady Land 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 {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple of Malady Land 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 {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valki, God of Lies 1 B Legendary Creature -- God When Valki enters, each opponent reveals their hand. For each opponent, exile a creature card they revealed this way until Valki leaves the battlefield. {X}: Choose a creature card exiled with Valki with mana value X. Valki becomes a copy of that card. 2/1 BACK FACE Tibalt, Cosmic Impostor 5 B R Legendary Planeswalker -- Tibalt As Tibalt enters, you get an emblem with "You may play cards exiled with Tibalt, Cosmic Impostor, and you may spend mana as though it were mana of any color to cast those spells." [+2]: Exile the top card of each player's library. [-3]: Exile target artifact or creature. [-8]: Exile all graveyards. Add {R}{R}{R}. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vorinclex, Monstrous Raider 4 G G Legendary Creature -- Phyrexian Praetor Trample, haste If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead. If an opponent would put one or more counters on a permanent or player, they put half that many of each of those kinds of counters on that permanent or player instead, rounded down. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Thommimp - 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 9/12 - 8 cards - 2.5 x 3.5 in each

Wolfwillow Haven 1 6 Enchantment -- Aura Enchant land Whenever enchanted land is tapped for mana, its controller adds an additional {G}. {4}{G}, Sacrifice this Aura: Create a 2/2 green Wolf creature token. Activate only during your turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wolfwillow Haven 1 6 Enchantment -- Aura Enchant land Whenever enchanted land is tapped for mana, its controller adds an additional {G}. {4}{G}, Sacrifice this Aura: Create a 2/2 green Wolf creature token. Activate only during your turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wolfwillow Haven 1 6 Enchantment -- Aura Enchant land Whenever enchanted land is tapped for mana, its controller adds an additional {G}. {4}{G}, Sacrifice this Aura: Create a 2/2 green Wolf creature token. Activate only during your turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wolfwillow Haven 1 6 Enchantment -- Aura Enchant land Whenever enchanted land is tapped for mana, its controller adds an additional {G}. {4}{G}, Sacrifice this Aura: Create a 2/2 green Wolf creature token. Activate only during your turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Zagoth Triome Land -- Swamp Forest Island {T}: Add {B}, {G}, or {U}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zagoth Triome Land -- Swamp Forest Island {T}: Add {B}, {G}, or {U}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zagoth Triome Land -- Swamp Forest Island {T}: Add {B}, {G}, or {U}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zagoth Triome Land -- Swamp Forest Island {T}: Add {B}, {G}, or {U}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Elder Gargaroth (3)(G)(G) Creature -- Beast Reach, vigilance, trample Whenever this creature attacks or blocks, choose one -- * Create a 3/3 green Beast creature token. * You gain 3 life. * Draw a card. [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elder Gargaroth (3)(G)(G) Creature -- Beast Reach, vigilance, trample Whenever this creature attacks or blocks, choose one -- * Create a 3/3 green Beast creature token. * You gain 3 life. * Draw a card. [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eliminate (1)(B) Instant Destroy target creature or planeswalker with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kaervek, the Spiteful (2)(B)(B) Legendary Creature -- Human Warlock Other creatures get -1/-1. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 11/12 - 8 cards - 2.5 x 3.5 in each

Kaervek, the Spiteful (2)(B)(B) Legendary Creature -- Human Warlock Other creatures get -1/-1. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Koma, Cosmos Serpent (3)(G)(G)(U)(U) Legendary Creature -- Serpent This spell can't be countered. At the beginning of each upkeep, create a 3/3 blue Serpent creature token named Koma's Coil. Sacrifice another Serpent: Choose one -- * Tap target permanent. Its activated abilities can't be activated this turn. * Koma gains indestructible until end of turn. [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Koma, Cosmos Serpent (3)(G)(G)(U)(U) Legendary Creature -- Serpent This spell can't be countered. At the beginning of each upkeep, create a 3/3 blue Serpent creature token named Koma's Coil. Sacrifice another Serpent: Choose one -- * Tap target permanent. Its activated abilities can't be activated this turn. * Koma gains indestructible until end of turn. [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lash of Malice (B) Instant Target creature gets +2/-2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mystical Dispute (2)(U) 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	Negate (1)(U) Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yorion, Sky Nomad (3)(W/U)(W/U) 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	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Thommimp - Standard (Standard Challenge)

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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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