

Playtest cards - Batutinha - Standard (Standard Challenge) sheet 1/12 - 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;
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Clearwater Pathway Card ----- OTHER FACE ----- Clearwater Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Clearwater Pathway Card ----- OTHER FACE ----- Clearwater Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Clearwater Pathway Card ----- OTHER FACE ----- Clearwater Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Clearwater Pathway Card ----- OTHER FACE ----- Clearwater Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Disdainful Stroke 1 U Instant Counter target spell with mana value 4 or greater. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Elspeth's Nightmare

Enchantment -- Saga

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

I -- Destroy target creature an
opponent controls with power 2 or
less.

II -- Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

III -- Exile target opponent's graveyard.

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Extinction Event (3)(B)

Sorcery

Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)

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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.

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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 Act1B Instant Choose one -- * Destroy target creature with no counters on it. * Remove up to three counters from target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Heartless Act1B Instant Choose one -- * Destroy target creature with no counters on it. * Remove up to three counters from target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Heartless Act1B Instant Choose one -- * Destroy target creature with no counters on it. * Remove up to three counters from target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Heartless Act1B Instant Choose one -- * Destroy target creature with no counters on it. * Remove up to three counters from target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Jwari Disruption1U 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 PLAYbotbox.dev	Koma, Cosmos Serpent3GGUU 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. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Koma, Cosmos Serpent3GGUU 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. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Koma, Cosmos Serpent3GGUU 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. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mazemind Tome2 Artifact -- Book {T}, Put a page counter on this artifact: Scry 1. (Look at the top card of your library. You may put that card on the bottom.) {2}, {T}, Put a page counter on this artifact: Draw a card. When there are four or more page counters on this artifact, exile it. If you do, you gain 4 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mazemind Tome2 Artifact -- Book {T}, Put a page counter on this artifact: Scry 1. (Look at the top card of your library. You may put that card on the bottom.) {2}, {T}, Put a page counter on this artifact: Draw a card. When there are four or more page counters on this artifact, exile it. If you do, you gain 4 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mazemind Tome2 Artifact -- Book {T}, Put a page counter on this artifact: Scry 1. (Look at the top card of your library. You may put that card on the bottom.) {2}, {T}, Put a page counter on this artifact: Draw a card. When there are four or more page counters on this artifact, exile it. If you do, you gain 4 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mystical Dispute2U 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 PLAYbotbox.dev
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Omen of the Sea 1U 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 1U 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 1U 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 1U 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 2B 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 2BG 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 2BG 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 2BG 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

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

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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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	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

Kaervek, the Spiteful 2BB Legendary Creature -- Human Warlock Other creatures get -1/-1. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Necromentia 1BB Sorcery Choose a card name other than a basic land card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then creates a 2/2 black Zombie creature token for each card exiled from their hand this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Necromentia 1BB Sorcery Choose a card name other than a basic land card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then creates a 2/2 black Zombie creature token for each card exiled from their hand this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate 1U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Test of Talents 1U Instant Counter target instant or sorcery spell. Search its controller's graveyard, hand, and library for any number of cards with the same name as that spell and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Test of Talents 1U Instant Counter target instant or sorcery spell. Search its controller's graveyard, hand, and library for any number of cards with the same name as that spell and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yorion, Sky Nomad 3M/UM/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	

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