

Cast Out 3 W Enchantment Flash When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. Cycling {W} ({W}), Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cast Out 3 W Enchantment Flash When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. Cycling {W} ({W}), Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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(B)

Destroy target creature if it has mana value 2 or less.
 Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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① W W

```
[+1]: Until your next turn, prevent
all damage target permanent would
deal.

[0]: Until end of turn, Gideon
becomes a 4/4 Human Soldier creature
with indestructible that's still a
planeswalker. Prevent all damage
that would be dealt to him this
turn.

[0]: You get an emblem with "As long
as you control a Gideon
planeswalker, you can't lose the
game and your opponents can't win
the game."
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②

Flying, vigilance
Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)
You may remove a loyalty counter from a planeswalker you control rather than pay Heart of Kiran's crew cost.

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① W W

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II -- Create a 2/2 white Knight creature token with vigilance.
III -- Knights you control get +2/+1 until end of turn.

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History of Benalia 1WW Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I, II -- Create a 2/2 white Knight creature token with vigilance. III -- Knights you control get +2/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	History of Benalia 1WW Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I, II -- Create a 2/2 white Knight creature token with vigilance. III -- Knights you control get +2/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	History of Benalia 1WW Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I, II -- Create a 2/2 white Knight creature token with vigilance. III -- Knights you control get +2/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ifnir Deadlands Land -- Desert {T}: Add {C}. {T}, Pay 1 life: Add {B}. {2}{B}{B}, {T}, Sacrifice a Desert: Put two -1/-1 counters on target creature an opponent controls. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Karn, Scion of Urza

④

Legendary Planeswalker -- Karn

[+1]: Reveal the top two cards of your library. An opponent chooses one of them. Put that card into your hand and exile the other with a silver counter on it.

[-1]: Put a card you own with a silver counter on it from exile into your hand.

[-2]: Create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control."

L 5

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L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Knight of Malice

① ② B

Creature -- Human Knight

First strike (This creature deals combat damage before creatures without first strike.)
Hexproof from white (This creature can't be the target of white spells or abilities your opponents control.)
This creature gets +1/+0 as long as any player controls a white permanent.

2/2

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Playtest cards - ibelievable - Standard (Standard League)

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 4/10 - 8 cards - 2.5 x 3.5 in each

Knight of Malice (1)(B) Creature -- Human Knight First strike (This creature deals combat damage before creatures without first strike.) Hexproof from white (This creature can't be the target of white spells or abilities your opponents control.) This creature gets +1/+0 as long as any player controls a white permanent. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight of Malice (1)(B) Creature -- Human Knight First strike (This creature deals combat damage before creatures without first strike.) Hexproof from white (This creature can't be the target of white spells or abilities your opponents control.) This creature gets +1/+0 as long as any player controls a white permanent. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight of Malice (1)(B) Creature -- Human Knight First strike (This creature deals combat damage before creatures without first strike.) Hexproof from white (This creature can't be the target of white spells or abilities your opponents control.) This creature gets +1/+0 as long as any player controls a white permanent. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lyra Dawnbringer (3)(W)(W) Legendary Creature -- Angel Flying First strike (This creature deals combat damage before creatures without first strike.) Lifelink (Damage dealt by this creature also causes you to gain that much life.) Other Angels you control get +1/+1 and have lifelink. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lyra Dawnbringer (3)(W)(W) Legendary Creature -- Angel Flying First strike (This creature deals combat damage before creatures without first strike.) Lifelink (Damage dealt by this creature also causes you to gain that much life.) Other Angels you control get +1/+1 and have lifelink. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Scavenger Grounds Land -- Desert {T}: Add {C}. {2}, {T}, Sacrifice a Desert: Exile all graveyards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scrapheap Scrounger② Artifact Creature -- Construct This creature can't block. {1}{B}, Exile another creature card from your graveyard: Return this card from your graveyard to the battlefield. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scrapheap Scrounger② Artifact Creature -- Construct This creature can't block. {1}{B}, Exile another creature card from your graveyard: Return this card from your graveyard to the battlefield. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scrapheap Scrounger② Artifact Creature -- Construct This creature can't block. {1}{B}, Exile another creature card from your graveyard: Return this card from your graveyard to the battlefield. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

②

This creature can't block.
{1}{B}, Exile another creature card
from your graveyard: Return this
card from your graveyard to the
battlefield.

3/2

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Land -- Desert

{T}: Add {C}.
 {T}, Pay 1 life: Add {W}.
 {2}{W}{W}, {T}, Sacrifice a Desert:
 Creatures you control get +1/+1
 until end of turn. Activate only as
 a sorcery.

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Basic Land -- Swamp

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

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Basic Land -- Swamp

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

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② ③

Enchantment

When this enchantment enters, exile target artifact or creature an opponent controls until this enchantment leaves the battlefield.

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W

Creature -- Dwarf Artificer

At the beginning of combat on your turn, if you control an artifact, this creature gets +2/+1 until end of turn. If you control three or more artifacts, it also gains first strike until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Creature -- Dwarf Artificer

At the beginning of combat on your turn, if you control an artifact, this creature gets +2/+1 until end of turn. If you control three or more artifacts, it also gains first strike until end of turn.

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1/1

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⊗ ⊗

This creature enters with X +1/+1 counters on it.

{4}: Put a +1/+1 counter on this creature.

Remove a +1/+1 counter from this creature: It deals 1 damage to any target.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⊗ ⊗

This creature enters with X +1/+1 counters on it.
{4}: Put a +1/+1 counter on this creature.
Remove a +1/+1 counter from this creature: It deals 1 damage to any target.

0/0

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3 W W

Flying
When this creature enters, you may exile target nonland permanent an opponent controls until this creature leaves the battlefield.
Emball {5}{W} ({5}{W}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Angel with no mana cost. Emball only as a sorcery.)

[sidebar]

3/4

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③ ④ ⑤

Flying
When this creature enters, you may exile target nonland permanent an opponent controls until this creature leaves the battlefield. Embalm {5}{W} ({5}{W}), Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Angel with no mana cost. Embalm only as a sorcery.)

[sideboard]

3/4

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2 B

Choose one --

- * Target opponent exiles a creature they control.
- * Target opponent reveals their hand. You choose a nonland card from it. Exile that card.

[sidebar]

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2 B

Choose one --

- * Target opponent exiles a creature they control.
- * Target opponent reveals their hand. You choose a nonland card from it. Exile 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 PLAYbotbox.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 PLAYbotbox.dev	Fragmentize W Sorcery Destroy target artifact or enchantment with mana value 4 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fragmentize W Sorcery Destroy target artifact or enchantment with mana value 4 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Fumigate 3WW Sorcery Destroy all creatures. You gain 1 life for each creature destroyed this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fumigate 3WW Sorcery Destroy all creatures. You gain 1 life for each creature destroyed this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Golden Demise 1BB Sorcery Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) All creatures get -2/-2 until end of turn. If you have the city's blessing, instead only creatures your opponents control get -2/-2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Golden Demise 1BB Sorcery Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) All creatures get -2/-2 until end of turn. If you have the city's blessing, instead only creatures your opponents control get -2/-2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Settle the Wreckage

2WW

Instant

Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle.

[sideboard]

Treasure Map

2

Artifact

{1}, {T}: Scry 1. Put a landmark counter on this artifact. Then if there are three or more landmark counters on it, remove those counters, transform this artifact, and create three Treasure tokens. (They're artifacts with "{T}, Sacrifice this token: Add one mana of any color.")

[sideboard]

----- BACK FACE -----

Treasure Cove

Land

(Transforms from Treasure Map.)
{T}: Add {C}.
{T}, Sacrifice a Treasure: Draw a card.

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[sideboard]

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