

Angel of Invention (3)(W)(W) Creature -- Angel Flying, vigilance, lifelink Fabricate 2 (When this creature enters, put two +1/+1 counters on it or create two 1/1 colorless Servo artifact creature tokens.) Other creatures you control get +1/+1. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Angel of Invention (3)(W)(W) Creature -- Angel Flying, vigilance, lifelink Fabricate 2 (When this creature enters, put two +1/+1 counters on it or create two 1/1 colorless Servo artifact creature tokens.) Other creatures you control get +1/+1. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Angel of Invention (3)(W)(W) Creature -- Angel Flying, vigilance, lifelink Fabricate 2 (When this creature enters, put two +1/+1 counters on it or create two 1/1 colorless Servo artifact creature tokens.) Other creatures you control get +1/+1. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Angel of Invention (3)(W)(W) Creature -- Angel Flying, vigilance, lifelink Fabricate 2 (When this creature enters, put two +1/+1 counters on it or create two 1/1 colorless Servo artifact creature tokens.) Other creatures you control get +1/+1. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Angel of Sanctions (3)(W)(W) Creature -- Angel 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.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Champion of Wits (2)(U) Creature -- Snake Wizard When this creature enters, you may draw cards equal to its power. If you do, discard two cards. Eternalize {5}{U}{U} ({5}{U}{U}), Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Snake Wizard with no mana cost. Eternalize only as a sorcery.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Champion of Wits ②①U Creature -- Snake Wizard When this creature enters, you may draw cards equal to its power. If you do, discard two cards. Eternalize {5}{U}{U} ({5}{U}{U}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Snake Wizard with no mana cost. Eternalize only as a sorcery.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Champion of Wits ②①U Creature -- Snake Wizard When this creature enters, you may draw cards equal to its power. If you do, discard two cards. Eternalize {5}{U}{U} ({5}{U}{U}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Snake Wizard with no mana cost. Eternalize only as a sorcery.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Champion of Wits ②①U Creature -- Snake Wizard When this creature enters, you may draw cards equal to its power. If you do, discard two cards. Eternalize {5}{U}{U} ({5}{U}{U}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Snake Wizard with no mana cost. Eternalize only as a sorcery.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chart a Course ①①U Sorcery Draw two cards. Then discard a card unless you attacked this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Fumigate 3 W W Sorcery Destroy all creatures. You gain 1 life for each creature destroyed this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glacial Fortress Land This land enters tapped unless you control a Plains or an Island. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glacial Fortress Land This land enters tapped unless you control a Plains or an Island. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glacial Fortress Land This land enters tapped unless you control a Plains or an Island. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Irrigated Farmland Land -- Plains Island (T): Add {W} or {U}.) This land enters tapped. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Irrigated Farmland Land -- Plains Island (T): Add {W} or {U}.) This land enters tapped. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Irrigated Farmland Land -- Plains Island (T): Add {W} or {U}.) This land enters tapped. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island (T): Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Island

Basic Land -- Island

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

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Minister of Inquiries (U)

Creature -- Vedalken Advisor

When this creature enters, you get {E}{E} (two energy counters).
{T}, Pay {E}: Target player mills three cards.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Playtest cards - jrios1110 - 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 5/10 - 8 cards - 2.5 x 3.5 in each

Minister of Inquiries U Creature -- Vedalken Advisor When this creature enters, you get {E}{E} (two energy counters). {T}, Pay {E}: Target player mills three cards. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Refurbish 3 W Sorcery Return target artifact card from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Refurbish 3 W Sorcery Return target artifact card from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Refurbish 3 W Sorcery Return target artifact card from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Refurbish 3 W Sorcery Return target artifact card from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Search for Azcanta 1 U Legendary Enchantment At the beginning of your upkeep, surveil 1. Then if you have seven or more cards in your graveyard, you may transform Search for Azcanta. (Look at the top card of your library. You may put that card into your graveyard.) ----- BACK FACE ----- Azcanta, the Sunken Ruin Legendary Land (Transforms from Search for Azcanta.) {T}: Add {U}. {2}{U}, {T}: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Search for Azcanta 1 U Legendary Enchantment At the beginning of your upkeep, surveil 1. Then if you have seven or more cards in your graveyard, you may transform Search for Azcanta. (Look at the top card of your library. You may put that card into your graveyard.) ----- BACK FACE ----- Azcanta, the Sunken Ruin Legendary Land (Transforms from Search for Azcanta.) {T}: Add {U}. {2}{U}, {T}: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Strategic Planning 1 U Sorcery Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Strategic Planning 1 U Sorcery Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

When this creature enters, you gain life equal to its power.

Eternalize--{2}{W}{W}, Discard a card. ({2}{W}{W}, Discard a card, Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Human Wizard with no mana cost. Eternalize only as a sorcery.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑤

When this creature enters, you gain life equal to its power.

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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

W

Creatures your opponents control enter tapped.
Whenever a creature an opponent controls enters, you gain 1 life.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Creatures your opponents control enter tapped.
Whenever a creature an opponent controls enters, you gain 1 life.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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

[sidebar]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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

[sidebar]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fumigate (3)(W)(W) Sorcery Destroy all creatures. You gain 1 life for each creature destroyed this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jace's Defeat (1)(U) Instant Counter target blue spell. If it was a Jace planeswalker spell, scry 2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jace's Defeat (1)(U) Instant Counter target blue spell. If it was a Jace planeswalker spell, scry 2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate (1)(U) Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate (1)(U) Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate (1)(U) Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Settle the Wreckage ②④④

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Settle the Wreckage ②④④

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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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Teferi, Hero of Dominaria ③④④

Legendary Planeswalker -- Teferi

[+1]: Draw a card. At the beginning of the next end step, untap up to two lands.

[-3]: Put target nonland permanent into its owner's library third from the top.

[-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls."

[sideboard]

L 4

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