

Brightclimb Pathway Card ----- OTHER FACE ----- Brightclimb Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brightclimb Pathway Card ----- OTHER FACE ----- Brightclimb Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brightclimb Pathway Card ----- OTHER FACE ----- Brightclimb Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brightclimb Pathway Card ----- OTHER FACE ----- Brightclimb Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Dance of the Manse (X)(W)(U) Sorcery Return up to X target artifact and/or non-Aura enchantment cards each with mana value X or less from your graveyard to the battlefield. If X is 6 or more, those permanents are 4/4 creatures in addition to their other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dance of the Manse (X)(W)(U) Sorcery Return up to X target artifact and/or non-Aura enchantment cards each with mana value X or less from your graveyard to the battlefield. If X is 6 or more, those permanents are 4/4 creatures in addition to their other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doom Foretold (2)(W)(B) Enchantment At the beginning of each player's upkeep, that player sacrifices a nonland, nontoken permanent of their choice. If that player can't, they discard a card, they lose 2 life, you draw a card, you gain 2 life, you create a 2/2 white Knight creature token with vigilance, then you sacrifice this enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doom Foretold (2)(W)(B) Enchantment At the beginning of each player's upkeep, that player sacrifices a nonland, nontoken permanent of their choice. If that player can't, they discard a card, they lose 2 life, you draw a card, you gain 2 life, you create a 2/2 white Knight creature token with vigilance, then you sacrifice this enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Elspeth Conquers Death (3)(W)(W) 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 (3)(W)(W) 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 (3)(W)(W) 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 (3)(W)(W) 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's Nightmare (2)(B) 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elspeth's Nightmare (2)(B) 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elspeth's Nightmare (2)(B) 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elspeth's Nightmare (2)(B) 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - SKK - 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 3/12 - 8 cards - 2.5 x 3.5 in each

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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
Golden Egg2 Artifact -- Food When this artifact enters, draw a card. {1}, {T}, Sacrifice this artifact: Add one mana of any color. {2}, {T}, Sacrifice this artifact: You gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Golden Egg2 Artifact -- Food When this artifact enters, draw a card. {1}, {T}, Sacrifice this artifact: Add one mana of any color. {2}, {T}, Sacrifice this artifact: You gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Golden Egg2 Artifact -- Food When this artifact enters, draw a card. {1}, {T}, Sacrifice this artifact: Add one mana of any color. {2}, {T}, Sacrifice this artifact: You gain 3 life. 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

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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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Omen of the Sun 2 W Enchantment Flash When this enchantment enters, create two 1/1 white Human Soldier creature tokens and you gain 2 life. {2}{W}, Sacrifice this enchantment: Scry 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Omen of the Sun 2 W Enchantment Flash When this enchantment enters, create two 1/1 white Human Soldier creature tokens and you gain 2 life. {2}{W}, Sacrifice this enchantment: Scry 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

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Temple of Enlightenment 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 {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Enlightenment 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 {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Enlightenment 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 {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Enlightenment 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 {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Temple of Silence

Land

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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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Treacherous Blessing (2)(B)

Enchantment

When this enchantment enters, draw three cards.

Whenever you cast a spell, you lose 1 life.

When this enchantment becomes the target of a spell or ability, sacrifice it.

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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.

4/5

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

Archon of Sun's Grace (2)(W)(W) Creature -- Archon Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) Pegasus creatures you control have lifelink. Constellation -- Whenever an enchantment you control enters, create a 2/2 white Pegasus creature token with flying. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Archon of Sun's Grace (2)(W)(W) Creature -- Archon Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) Pegasus creatures you control have lifelink. Constellation -- Whenever an enchantment you control enters, create a 2/2 white Pegasus creature token with flying. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Archon of Sun's Grace (2)(W)(W) Creature -- Archon Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) Pegasus creatures you control have lifelink. Constellation -- Whenever an enchantment you control enters, create a 2/2 white Pegasus creature token with flying. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cling to Dust (B) Instant Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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sheet 11/12 - 8 cards - 2.5 x 3.5 in each

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

Mystical Dispute

2 U

Instant

This spell costs {2} less to cast if it targets a blue spell.
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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mystical Dispute

②③

Instant

This spell costs {2} less to cast if it targets a blue spell.
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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mystical Dispute

②③

Instant

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Counter target spell unless its controller pays {3}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Negate

① ②

Instant

Counter target noncreature spell.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Negate

① ②

Instant

Counter target noncreature spell.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yorion, Sky Nomad

③ (W/U) (W/U)

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[sideboard]

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