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| <div><div><div>Brightclimb Pathway</div><div>Card</div><div></div><div>OTHER FACE</div><div>Brightclimb Pathway</div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                      | <div><div><div>Brightclimb Pathway</div><div>Card</div><div></div><div>OTHER FACE</div><div>Brightclimb Pathway</div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                   | <div><div><div>Brightclimb Pathway</div><div>Card</div><div></div><div>OTHER FACE</div><div>Brightclimb Pathway</div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                   | <div><div><div>Brightclimb Pathway</div><div>Card</div><div></div><div>OTHER FACE</div><div>Brightclimb Pathway</div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                   |
| <div><div><div>Cling to Dust</div><div>B</div><div>Instant</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Doom Foretold</div><div>2WB</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Doom Foretold</div><div>2WB</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Doom Foretold</div><div>2WB</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div> <b>Doom Foretold</b> <span>2WB</span> </div> <div> Enchantment </div> <div> <p>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.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                            | <div> <b>Elspeth Conquers Death</b> <span>3WW</span> </div> <div> Enchantment -- Saga </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/> I -- Exile target permanent an opponent controls with mana value 3 or greater.<br/> II -- Noncreature spells your opponents cast cost {2} more to cast until your next turn.<br/> III -- Return target creature or planeswalker card from your graveyard to the battlefield. Put a +1/+1 counter or a loyalty counter on it.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Elspeth Conquers Death</b> <span>3WW</span> </div> <div> Enchantment -- Saga </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/> I -- Exile target permanent an opponent controls with mana value 3 or greater.<br/> II -- Noncreature spells your opponents cast cost {2} more to cast until your next turn.<br/> III -- Return target creature or planeswalker card from your graveyard to the battlefield. Put a +1/+1 counter or a loyalty counter on it.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Elspeth Conquers Death</b> <span>3WW</span> </div> <div> Enchantment -- Saga </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/> I -- Exile target permanent an opponent controls with mana value 3 or greater.<br/> II -- Noncreature spells your opponents cast cost {2} more to cast until your next turn.<br/> III -- Return target creature or planeswalker card from your graveyard to the battlefield. Put a +1/+1 counter or a loyalty counter on it.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Elspeth Conquers Death</b> <span>3WW</span> </div> <div> Enchantment -- Saga </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/> I -- Exile target permanent an opponent controls with mana value 3 or greater.<br/> II -- Noncreature spells your opponents cast cost {2} more to cast until your next turn.<br/> III -- Return target creature or planeswalker card from your graveyard to the battlefield. Put a +1/+1 counter or a loyalty counter on it.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Elspeth's Nightmare</b> <span>2B</span> </div> <div> Enchantment -- Saga </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/> I -- Destroy target creature an opponent controls with power 2 or less.<br/> II -- Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br/> III -- Exile target opponent's graveyard.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                            | <div> <b>Elspeth's Nightmare</b> <span>2B</span> </div> <div> Enchantment -- Saga </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/> I -- Destroy target creature an opponent controls with power 2 or less.<br/> II -- Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br/> III -- Exile target opponent's graveyard.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                            | <div> <b>Elspeth's Nightmare</b> <span>2B</span> </div> <div> Enchantment -- Saga </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/> I -- Destroy target creature an opponent controls with power 2 or less.<br/> II -- Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br/> III -- Exile target opponent's graveyard.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                            |

Playtest cards - bgv1989 - Standard (Standard Showcase 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 2/12 - 8 cards - 2.5 x 3.5 in each

2 B

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

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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4 W W W

Create two 4/4 white Angel Warrior creature tokens with flying. Non-Angel creatures you control gain indestructible until your next turn.

- - - BACK FACE - - -

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.

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④ W W W

Create two 4/4 white Angel Warrior creature tokens with flying. Non-Angel creatures you control gain indestructible until your next turn.

- - - BACK FACE - - -

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.

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④ W W W

Create two 4/4 white Angel Warrior creature tokens with flying. Non-Angel creatures you control gain indestructible until your next turn.

- - - BACK FACE - - -

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.

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④ W W W

Create two 4/4 white Angel Warrior creature tokens with flying. Non-Angel creatures you control gain indestructible until your next turn.

- - - BACK FACE - - -

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.

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3 B

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

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3 B

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

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3 B

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

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| <div><div><div>Extinction Event</div><div>3B</div></div><div>Sorcery</div><div>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div><div>Fabled Passage</div></div><div>Land</div><div>{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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fabled Passage</div></div><div>Land</div><div>{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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fabled Passage</div></div><div>Land</div><div>{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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Fabled Passage</div></div><div>Land</div><div>{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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Glass Casket</div><div>1W</div></div><div>Artifact</div><div>When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                      | <div><div><div>Glass Casket</div><div>1W</div></div><div>Artifact</div><div>When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                      | <div><div><div>Glass Casket</div><div>1W</div></div><div>Artifact</div><div>When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                      |

## Hagra Mauling

2 B B

Instant

This spell costs {1} less to cast if an opponent controls no basic lands. Destroy target creature.

## Hagra Broodpit

Land

This land enters tapped.

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mazemind Tome

②

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 PLAY botbox.dev

## Mazemind Tome

②

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.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mazemind Tome

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When there are four or more page counters on this artifact, exile it. If you do, you gain 4 life.

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## Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Needleleverage Pathway

Card

- - - OTHER FACE - - -

### Needleleverage Pathway

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Needleleverage Pathway

Card

- - - OTHER FACE - - -

### Needleleverage Pathway

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - bqgv1989 - Standard (Standard Showcase 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 5/12 - 8 cards - 2.5 x 3.5 in each

Card

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Card

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Card

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Card

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment

Flash  
When this enchantment enters, it  
deals 2 damage to any target.  
{2}{R}, Sacrifice this enchantment:  
Scry 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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|-------------|--|
| Enchantment |  |
|-------------|--|

Flash  
When this enchantment enters, it  
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{2}{R}, Sacrifice this enchantment:  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment

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When this enchantment enters, it  
deals 2 damage to any target.  
{2}{R}, Sacrifice this enchantment:  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment

Flash  
When this enchantment enters, it deals 2 damage to any target.  
{2}{R}, Sacrifice this enchantment:  
Scry 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 PLAY botbox.dev

|             |  |
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| Enchantment |  |
|-------------|--|

Flash  
When this enchantment enters, create two 1/1 white Human Soldier creature tokens and you gain 2 life.  
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Scry 2.

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| <div><div>Omen of the Sun</div><div><div>2</div><div>W</div></div></div> <div><div>Enchantment</div><div>Flash</div><div>When this enchantment enters, create two 1/1 white Human Soldier creature tokens and you gain 2 life.</div><div>{2}{W}, Sacrifice this enchantment: Scry 2.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                             | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                             | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                             |
| <div><div>Ruinous Ultimatum</div><div><div>R</div><div>R</div><div>W</div><div>W</div><div>W</div><div>B</div><div>B</div></div></div> <div><div>Sorcery</div><div>Destroy all nonland permanents your opponents control.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                            | <div><div>Savai Triome</div></div> <div><div>Land -- Mountain Plains Swamp</div><div>{T}: Add {R}, {W}, or {B}.</div><div>This land enters tapped.</div><div>Cycling {3} ({3}, Discard this card: Draw a card.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Savai Triome</div></div> <div><div>Land -- Mountain Plains Swamp</div><div>{T}: Add {R}, {W}, or {B}.</div><div>This land enters tapped.</div><div>Cycling {3} ({3}, Discard this card: Draw a card.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Savai Triome</div></div> <div><div>Land -- Mountain Plains Swamp</div><div>{T}: Add {R}, {W}, or {B}.</div><div>This land enters tapped.</div><div>Cycling {3} ({3}, Discard this card: Draw a card.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div>Savai Triome</div><div>Land -- Mountain Plains Swamp</div><div>{T}: Add {R}, {W}, or {B}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                              | <div><div>Skyclave Apparition 1WW</div><div>Creature -- Kor Spirit</div><div>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br/>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Skyclave Apparition 1WW</div><div>Creature -- Kor Spirit</div><div>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br/>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Skyclave Apparition 1WW</div><div>Creature -- Kor Spirit</div><div>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br/>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                 | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                  | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                  | <div>Temple of Malice</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>{T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>  |
| <div>Temple of Malice</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>{T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Temple of Triumph</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Temple of Triumph</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Temple of Triumph</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Treacherous Blessing (2)(B)</div> <div>Enchantment</div> <div> <p>When this enchantment enters, draw three cards.</p> <p>Whenever you cast a spell, you lose 1 life.</p> <p>When this enchantment becomes the target of a spell or ability, sacrifice it.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                      | <div>Treacherous Blessing (2)(B)</div> <div>Enchantment</div> <div> <p>When this enchantment enters, draw three cards.</p> <p>Whenever you cast a spell, you lose 1 life.</p> <p>When this enchantment becomes the target of a spell or ability, sacrifice it.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                              | <div>Treacherous Blessing (2)(B)</div> <div>Enchantment</div> <div> <p>When this enchantment enters, draw three cards.</p> <p>Whenever you cast a spell, you lose 1 life.</p> <p>When this enchantment becomes the target of a spell or ability, sacrifice it.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                              | <div>Treacherous Blessing (2)(B)</div> <div>Enchantment</div> <div> <p>When this enchantment enters, draw three cards.</p> <p>Whenever you cast a spell, you lose 1 life.</p> <p>When this enchantment becomes the target of a spell or ability, sacrifice it.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                              |
| <div>Ugin, the Spirit Dragon (8)</div> <div>Legendary Planeswalker -- Ugin</div> <div> <p>[+2]: Ugin deals 3 damage to any target.</p> <p>[-X]: Exile each permanent with mana value X or less that's one or more colors.</p> <p>[-10]: You gain 7 life, draw seven cards, then put up to seven permanent cards from your hand onto the battlefield.</p> </div> <div>L 7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Yorion, Sky Nomad (3)(M/U)(M/U)</div> <div>Legendary Creature -- Bird Serpent</div> <div> <p>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.)</p> <p>Flying</p> <p>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.</p> </div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Yorion, Sky Nomad (3)(M/U)(M/U)</div> <div>Legendary Creature -- Bird Serpent</div> <div> <p>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.)</p> <p>Flying</p> <p>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.</p> </div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Yorion, Sky Nomad (3)(M/U)(M/U)</div> <div>Legendary Creature -- Bird Serpent</div> <div> <p>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.)</p> <p>Flying</p> <p>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.</p> </div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

Playtest cards - bgv1989 - Standard (Standard Showcase 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 10/12 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Cling to Dust</div><div>B</div></div><div>Instant</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 |
| <div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                              | <div><div><div>Eliminate</div><div>1B</div></div><div>Instant</div><div>Destroy target creature or planeswalker with mana value 3 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                              | <div><div><div>Heartless Act</div><div>1B</div></div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with no counters on it.<br/>* Remove up to three counters from target creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Heartless Act</div><div>1B</div></div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with no counters on it.<br/>* Remove up to three counters from target creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Kroxa, Titan of Death's Hunger</div><div><div>B</div><div>R</div></div></div><div>Legendary Creature -- Elder Giant</div><div>When Kroxa enters, sacrifice it unless it escaped.<br/>Whenever Kroxa enters or attacks, each opponent discards a card, then each opponent who didn't discard a nonland card this way loses 3 life.<br/>Escape--<div>B</div><div>B</div><div>R</div><div>R</div>, Exile five other cards from your graveyard.<br/>(You may cast this card from your graveyard for its escape cost.)</div><div>[sideboard]</div><div><div>6/6</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Kroxa, Titan of Death's Hunger</div><div><div>B</div><div>R</div></div></div><div>Legendary Creature -- Elder Giant</div><div>When Kroxa enters, sacrifice it unless it escaped.<br/>Whenever Kroxa enters or attacks, each opponent discards a card, then each opponent who didn't discard a nonland card this way loses 3 life.<br/>Escape--<div>B</div><div>B</div><div>R</div><div>R</div>, Exile five other cards from your graveyard.<br/>(You may cast this card from your graveyard for its escape cost.)</div><div>[sideboard]</div><div><div>6/6</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Necromentia</div><div><div>1</div><div>B</div><div>B</div></div></div><div>Sorcery</div><div>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.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                  | <div><div><div>Necromentia</div><div><div>1</div><div>B</div><div>B</div></div></div><div>Sorcery</div><div>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.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
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