

Brazen Borrower ①U①U Creature -- Faerie Rogue Flash Flying This creature can block only creatures with flying. 3/1 --- ADVENTURE --- Petty Theft ①U Instant -- Adventure Return target nonland permanent an opponent controls to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brazen Borrower ①U①U Creature -- Faerie Rogue Flash Flying This creature can block only creatures with flying. 3/1 --- ADVENTURE --- Petty Theft ①U Instant -- Adventure Return target nonland permanent an opponent controls to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brazen Borrower ①U①U Creature -- Faerie Rogue Flash Flying This creature can block only creatures with flying. 3/1 --- ADVENTURE --- Petty Theft ①U Instant -- Adventure Return target nonland permanent an opponent controls to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brazen Borrower ①U①U Creature -- Faerie Rogue Flash Flying This creature can block only creatures with flying. 3/1 --- ADVENTURE --- Petty Theft ①U Instant -- Adventure Return target nonland permanent an opponent controls to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Whenever you cast a creature spell that has an Adventure, draw a card. (It doesn't need to have gone on the adventure first.)

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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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Fire Prophecy 1 R Instant Fire Prophecy deals 3 damage to target creature. You may put a card from your hand on the bottom of your library. If you do, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ketria Triome Land -- Forest Island Mountain ({T}: Add {G}, {U}, or {R}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ketria Triome Land -- Forest Island Mountain ({T}: Add {G}, {U}, or {R}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ketria Triome Land -- Forest Island Mountain ({T}: Add {G}, {U}, or {R}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ketria Triome Land -- Forest Island Mountain {T}: Add {G}, {U}, or {R}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Koma, Cosmos Serpent 3GGUU 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 PLAY botbox.dev	Koma, Cosmos Serpent 3GGUU 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 PLAY botbox.dev	Llanowar Visionary 2G Creature -- Elf Druid When this creature enters, draw a card. {T}: Add {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Llanowar Visionary 2G Creature -- Elf Druid When this creature enters, draw a card. {T}: Add {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Visionary 2G Creature -- Elf Druid When this creature enters, draw a card. {T}: Add {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Visionary 2G Creature -- Elf Druid When this creature enters, draw a card. {T}: Add {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lovestruck Beast 2G Creature -- Beast Noble This creature can't attack unless you control a 1/1 creature. 5/5 ----- ADVENTURE ----- Heart's Desire G Sorcery -- Adventure Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - wambocombo2020 - 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 5/10 - 8 cards - 2.5 x 3.5 in each

Lovestruck Beast 2 G Creature -- Beast Noble This creature can't attack unless you control a 1/1 creature. 5/5 ----- ADVENTURE ----- Heart's Desire G Sorcery -- Adventure Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lovestruck Beast 2 G Creature -- Beast Noble This creature can't attack unless you control a 1/1 creature. 5/5 ----- ADVENTURE ----- Heart's Desire G Sorcery -- Adventure Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lovestruck Beast 2 G Creature -- Beast Noble This creature can't attack unless you control a 1/1 creature. 5/5 ----- ADVENTURE ----- Heart's Desire G Sorcery -- Adventure Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lukka, Coppercoat Outcast 3 R R Legendary Planeswalker -- Lukka [+1]: Exile the top three cards of your library. Creature cards exiled this way gain "You may cast this card from exile as long as you control a Lukka planeswalker." [-2]: Exile target creature you control, then reveal cards from the top of your library until you reveal a creature card with greater mana value. Put that card onto the battlefield and the rest on the bottom of your library in a random order. [-7]: Each creature you control deals damage equal to its power to each opponent. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lukka, Coppercoat Outcast 3 R R Legendary Planeswalker -- Lukka [+1]: Exile the top three cards of your library. Creature cards exiled this way gain "You may cast this card from exile as long as you control a Lukka planeswalker." [-2]: Exile target creature you control, then reveal cards from the top of your library until you reveal a creature card with greater mana value. Put that card onto the battlefield and the rest on the bottom of your library in a random order. [-7]: Each creature you control deals damage equal to its power to each opponent. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lukka, Coppercoat Outcast 3 R R Legendary Planeswalker -- Lukka [+1]: Exile the top three cards of your library. Creature cards exiled this way gain "You may cast this card from exile as long as you control a Lukka planeswalker." [-2]: Exile target creature you control, then reveal cards from the top of your library until you reveal a creature card with greater mana value. Put that card onto the battlefield and the rest on the bottom of your library in a random order. [-7]: Each creature you control deals damage equal to its power to each opponent. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lukka, Coppercoat Outcast 3 R R Legendary Planeswalker -- Lukka [+1]: Exile the top three cards of your library. Creature cards exiled this way gain "You may cast this card from exile as long as you control a Lukka planeswalker." [-2]: Exile target creature you control, then reveal cards from the top of your library until you reveal a creature card with greater mana value. Put that card onto the battlefield and the rest on the bottom of your library in a random order. [-7]: Each creature you control deals damage equal to its power to each opponent. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Miscast U Instant Counter target instant or sorcery spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate Instant Counter target noncreature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate Instant Counter target noncreature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Riverglide Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverglide Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverglide Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverglide Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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The Akroan War 3 R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Gain control of target creature for as long as this Saga remains on the battlefield. II -- Until your next turn, creatures your opponents control attack each combat if able. III -- Each tapped creature deals damage to itself equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Akroan War 3 R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Gain control of target creature for as long as this Saga remains on the battlefield. II -- Until your next turn, creatures your opponents control attack each combat if able. III -- Each tapped creature deals damage to itself equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Akroan War 3 R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Gain control of target creature for as long as this Saga remains on the battlefield. II -- Until your next turn, creatures your opponents control attack each combat if able. III -- Each tapped creature deals damage to itself equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valakut Awakening 2 R Instant Put any number of cards from your hand on the bottom of your library, then draw that many cards plus one. ----- BACK FACE ----- Valakut Stoneforge Land This land enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Chainweb Aracnir 6 Creature -- Spider Reach When this creature enters, it deals damage equal to its power to target creature with flying an opponent controls. Escape--{3}{G}{G}, Exile four other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with three +1/+1 counters on it. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disdainful Stroke 1 U Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disdainful Stroke 1 U Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fire Prophecy 1 R Instant Fire Prophecy deals 3 damage to target creature. You may put a card from your hand on the bottom of your library. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goldspan Dragon (3)(R)(R) Creature -- Dragon Flying, haste Whenever this creature attacks or becomes the target of a spell, create a Treasure token. Treasures you control have "{T}, Sacrifice this artifact: Add two mana of any one color." [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goldspan Dragon (3)(R)(R) Creature -- Dragon Flying, haste Whenever this creature attacks or becomes the target of a spell, create a Treasure token. Treasures you control have "{T}, Sacrifice this artifact: Add two mana of any one color." [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goldspan Dragon (3)(R)(R) Creature -- Dragon Flying, haste Whenever this creature attacks or becomes the target of a spell, create a Treasure token. Treasures you control have "{T}, Sacrifice this artifact: Add two mana of any one color." [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Klothys, God of Destiny (1)(R)(G) Legendary Enchantment Creature -- God Indestructible As long as your devotion to red and green is less than seven, Klothys isn't a creature. At the beginning of your first main phase, exile target card from a graveyard. If it was a land card, add {R} or {G}. Otherwise, you gain 2 life and Klothys deals 2 damage to each opponent. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Miscast (U) Instant Counter target instant or sorcery 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. 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. 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. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phoenix of Ash 1R R Creature -- Phoenix Flying, haste {2}{R}: This creature gets +2/+0 until end of turn. Escape--{2}{R}{R}, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with a +1/+1 counter on it. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Redcap Melee R Instant Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Redcap Melee R Instant Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	