

Ambitious Farmhand Card ----- OTHER FACE ----- Ambitious Farmhand Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ambitious Farmhand Card ----- OTHER FACE ----- Ambitious Farmhand Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ambitious Farmhand Card ----- OTHER FACE ----- Ambitious Farmhand Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ambitious Farmhand Card ----- OTHER FACE ----- Ambitious Farmhand Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ao, the Dawn Sky3WW Legendary Creature -- Dragon Spirit Flying, vigilance When Ao dies, choose one -- * Look at the top seven cards of your library. Put any number of nonland permanent cards with total mana value 4 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. * Put two +1/+1 counters on each permanent you control that's a creature or Vehicle. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eiganjo, Seat of the Empire Legendary Land {T}: Add {W}. Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elspeth Resplendent3WW Legendary Planeswalker -- Elspeth [+1]: Choose up to one target creature. Put a +1/+1 counter and a counter from among flying, first strike, lifelink, or vigilance on it. [-3]: Look at the top seven cards of your library. You may put a permanent card with mana value 3 or less from among them onto the battlefield with a shield counter on it. Put the rest on the bottom of your library in a random order. [-7]: Create five 3/3 white Angel creature tokens with flying. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elspeth Resplendent3WW Legendary Planeswalker -- Elspeth [+1]: Choose up to one target creature. Put a +1/+1 counter and a counter from among flying, first strike, lifelink, or vigilance on it. [-3]: Look at the top seven cards of your library. You may put a permanent card with mana value 3 or less from among them onto the battlefield with a shield counter on it. Put the rest on the bottom of your library in a random order. [-7]: Create five 3/3 white Angel creature tokens with flying. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reckoner Bankbuster 2 Artifact -- Vehicle This Vehicle enters with three charge counters on it. {2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater." Crew 3 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reckoner Bankbuster 2 Artifact -- Vehicle This Vehicle enters with three charge counters on it. {2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater." Crew 3 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Roadside Reliquary Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Draw a card if you control an artifact. Draw a card if you control an enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Roadside Reliquary Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Draw a card if you control an artifact. Draw a card if you control an enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Roadside Reliquary Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Draw a card if you control an artifact. Draw a card if you control an enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serra Paragon 2W Creature -- Angel Flying Once during each of your turns, you may play a land from your graveyard or cast a permanent spell with mana value 3 or less from your graveyard. If you do, it gains "When this permanent is put into a graveyard from the battlefield, exile it and you gain 2 life." 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serra Paragon 2W Creature -- Angel Flying Once during each of your turns, you may play a land from your graveyard or cast a permanent spell with mana value 3 or less from your graveyard. If you do, it gains "When this permanent is put into a graveyard from the battlefield, exile it and you gain 2 life." 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - JiggieJay - 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

Serra Paragon 2 W W Creature -- Angel Flying Once during each of your turns, you may play a land from your graveyard or cast a permanent spell with mana value 3 or less from your graveyard. If you do, it gains "When this permanent is put into a graveyard from the battlefield, exile it and you gain 2 life." 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spirited Companion 1 W Enchantment Creature -- Dog When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spirited Companion 1 W Enchantment Creature -- Dog When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spirited Companion 1 W Enchantment Creature -- Dog When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Spirited Companion 1 W Enchantment Creature -- Dog When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Celestus 3 Legendary Artifact If it's neither day nor night, it becomes day as The Celestus enters. {T}: Add one mana of any color. {3}, {T}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery. Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Restoration of Eiganjo 2 W Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Search your library for a basic Plains card, reveal it, put it into your hand, then shuffle. II -- You may discard a card. When you do, return target permanent card with mana value 2 or less from your graveyard to the battlefield tapped. III -- Exile this Saga, then return it to the battlefield transformed under your control. ---- BACK FACE ---- Architect of Restoration Enchantment Creature -- Fox Monk Vigilance Whenever this creature attacks or blocks, create a 1/1 colorless Spirit creature token. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Restoration of Eiganjo 2 W Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Search your library for a basic Plains card, reveal it, put it into your hand, then shuffle. II -- You may discard a card. When you do, return target permanent card with mana value 2 or less from your graveyard to the battlefield tapped. III -- Exile this Saga, then return it to the battlefield transformed under your control. ---- BACK FACE ---- Architect of Restoration Enchantment Creature -- Fox Monk Vigilance Whenever this creature attacks or blocks, create a 1/1 colorless Spirit creature token. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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The Restoration of Eiganjo (2)(W) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Search your library for a basic Plains card, reveal it, put it into your hand, then shuffle. II -- You may discard a card. When you do, return target permanent card with mana value 2 or less from your graveyard to the battlefield tapped. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Architect of Restoration Enchantment Creature -- Fox Monk Vigilance Whenever this creature attacks or blocks, create a 1/1 colorless Spirit creature token. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Restoration of Eiganjo (2)(W) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Search your library for a basic Plains card, reveal it, put it into your hand, then shuffle. II -- You may discard a card. When you do, return target permanent card with mana value 2 or less from your graveyard to the battlefield tapped. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Architect of Restoration Enchantment Creature -- Fox Monk Vigilance Whenever this creature attacks or blocks, create a 1/1 colorless Spirit creature token. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Wandering Emperor (2)(W)(W) Legendary Planeswalker Flash As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant. [+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn. [-1]: Create a 2/2 white Samurai creature token with vigilance. [-2]: Exile target tapped creature. You gain 2 life. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Wandering Emperor (2)(W)(W) Legendary Planeswalker Flash As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant. [+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn. [-1]: Create a 2/2 white Samurai creature token with vigilance. [-2]: Exile target tapped creature. You gain 2 life. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Touch the Spirit Realm (2)(W) Enchantment When this enchantment enters, exile up to one target artifact or creature until this enchantment leaves the battlefield. Channel -- {1}{W}, Discard this card: Exile target artifact or creature. Return it to the battlefield under its owner's control at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vanquish the Horde (6)(W)(W) Sorcery This spell costs {1} less to cast for each creature on the battlefield. Destroy all creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vanquish the Horde (6)(W)(W) Sorcery This spell costs {1} less to cast for each creature on the battlefield. Destroy all creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vanquish the Horde (6)(W)(W) Sorcery This spell costs {1} less to cast for each creature on the battlefield. Destroy all creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Intrepid Adversary 1 W Creature -- Human Scout Lifelink When this creature enters, you may pay {1}{W} any number of times. When you pay this cost one or more times, put that many valor counters on this creature. Creatures you control get +1/+1 for each valor counter on this creature. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Intrepid Adversary 1 W Creature -- Human Scout Lifelink When this creature enters, you may pay {1}{W} any number of times. When you pay this cost one or more times, put that many valor counters on this creature. Creatures you control get +1/+1 for each valor counter on this creature. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lion Sash 1 W Artifact Creature -- Equipment Cat {W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on this permanent. Equipped creature gets +1/+1 for each +1/+1 counter on this Equipment. Reconfigure {2} ({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lion Sash 1 W Artifact Creature -- Equipment Cat {W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on this permanent. Equipped creature gets +1/+1 for each +1/+1 counter on this Equipment. Reconfigure {2} ({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
March of Otherworldly Light X W Instant As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunset Revelry 1 W Sorcery If an opponent has more life than you, you gain 4 life. If an opponent controls more creatures than you, create two 1/1 white Human creature tokens. If an opponent has more cards in hand than you, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunset Revelry 1 W Sorcery If an opponent has more life than you, you gain 4 life. If an opponent controls more creatures than you, create two 1/1 white Human creature tokens. If an opponent has more cards in hand than you, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temporary Lockdown 1 W W Enchantment When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temporary Lockdown 1WW

Enchantment

When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.

[sideboard]

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The Wandering Emperor 2WW

Legendary Planeswalker

Flash

As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.

[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.

[-1]: Create a 2/2 white Samurai creature token with vigilance.

[-2]: Exile target tapped creature. You gain 2 life.

[sideboard]

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Touch the Spirit Realm 2W

Enchantment

When this enchantment enters, exile up to one target artifact or creature until this enchantment leaves the battlefield.
Channel -- {1}{W}, Discard this card: Exile target artifact or creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

[sideboard]

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