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| <div>Adarkar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                | <div>Adarkar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                | <div>Adarkar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                | <div>Adarkar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                |
| <div>Adeline, Resplendent Cathar 1WW</div> <div>Legendary Creature -- Human Knight</div> <div>Vigilance<br/>Adeline's power is equal to the number of creatures you control. Whenever you attack, for each opponent, create a 1/1 white Human creature token that's tapped and attacking that player or a planeswalker they control.</div> <div>* / 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Adeline, Resplendent Cathar 1WW</div> <div>Legendary Creature -- Human Knight</div> <div>Vigilance<br/>Adeline's power is equal to the number of creatures you control. Whenever you attack, for each opponent, create a 1/1 white Human creature token that's tapped and attacking that player or a planeswalker they control.</div> <div>* / 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Adeline, Resplendent Cathar 1WW</div> <div>Legendary Creature -- Human Knight</div> <div>Vigilance<br/>Adeline's power is equal to the number of creatures you control. Whenever you attack, for each opponent, create a 1/1 white Human creature token that's tapped and attacking that player or a planeswalker they control.</div> <div>* / 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Adeline, Resplendent Cathar 1WW</div> <div>Legendary Creature -- Human Knight</div> <div>Vigilance<br/>Adeline's power is equal to the number of creatures you control. Whenever you attack, for each opponent, create a 1/1 white Human creature token that's tapped and attacking that player or a planeswalker they control.</div> <div>* / 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <p><b>Ao, the Dawn Sky</b> (3)(W)(W)</p> <p>Legendary Creature -- Dragon Spirit</p> <p>Flying, vigilance<br/>When Ao dies, choose one --<br/>* 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.<br/>* Put two +1/+1 counters on each permanent you control that's a creature or Vehicle.</p> <p>5/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                    | <p><b>Ao, the Dawn Sky</b> (3)(W)(W)</p> <p>Legendary Creature -- Dragon Spirit</p> <p>Flying, vigilance<br/>When Ao dies, choose one --<br/>* 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.<br/>* Put two +1/+1 counters on each permanent you control that's a creature or Vehicle.</p> <p>5/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                    | <p><b>Cathar Commando</b> (1)(W)</p> <p>Creature -- Human Soldier</p> <p>Flash<br/>{1}, Sacrifice this creature:<br/>Destroy target artifact or enchantment.</p> <p>3/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | <p><b>Cathar Commando</b> (1)(W)</p> <p>Creature -- Human Soldier</p> <p>Flash<br/>{1}, Sacrifice this creature:<br/>Destroy target artifact or enchantment.</p> <p>3/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| <p><b>Dennick, Pious Apprentice</b> (W)(U)</p> <p>Legendary Creature -- Human Soldier</p> <p>Lifelink<br/>Cards in graveyards can't be the targets of spells or abilities.<br/>Disturb {2}{W}{U} (You may cast this card from your graveyard transformed for its disturb cost.)</p> <p>2/3</p> <p>----- BACK FACE -----</p> <p><b>Dennick, Pious Apparition</b></p> <p>Legendary Creature -- Spirit Soldier</p> <p>Flying<br/>Whenever one or more creature cards are put into graveyards from anywhere, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br/>If Dennick would be put into a graveyard from anywhere, exile it instead.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Dennick, Pious Apprentice</b> (W)(U)</p> <p>Legendary Creature -- Human Soldier</p> <p>Lifelink<br/>Cards in graveyards can't be the targets of spells or abilities.<br/>Disturb {2}{W}{U} (You may cast this card from your graveyard transformed for its disturb cost.)</p> <p>2/3</p> <p>----- BACK FACE -----</p> <p><b>Dennick, Pious Apparition</b></p> <p>Legendary Creature -- Spirit Soldier</p> <p>Flying<br/>Whenever one or more creature cards are put into graveyards from anywhere, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br/>If Dennick would be put into a graveyard from anywhere, exile it instead.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Dennick, Pious Apprentice</b> (W)(U)</p> <p>Legendary Creature -- Human Soldier</p> <p>Lifelink<br/>Cards in graveyards can't be the targets of spells or abilities.<br/>Disturb {2}{W}{U} (You may cast this card from your graveyard transformed for its disturb cost.)</p> <p>2/3</p> <p>----- BACK FACE -----</p> <p><b>Dennick, Pious Apparition</b></p> <p>Legendary Creature -- Spirit Soldier</p> <p>Flying<br/>Whenever one or more creature cards are put into graveyards from anywhere, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br/>If Dennick would be put into a graveyard from anywhere, exile it instead.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Dennick, Pious Apprentice</b> (W)(U)</p> <p>Legendary Creature -- Human Soldier</p> <p>Lifelink<br/>Cards in graveyards can't be the targets of spells or abilities.<br/>Disturb {2}{W}{U} (You may cast this card from your graveyard transformed for its disturb cost.)</p> <p>2/3</p> <p>----- BACK FACE -----</p> <p><b>Dennick, Pious Apparition</b></p> <p>Legendary Creature -- Spirit Soldier</p> <p>Flying<br/>Whenever one or more creature cards are put into graveyards from anywhere, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br/>If Dennick would be put into a graveyard from anywhere, exile it instead.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

Playtest cards - Mogged - Standard (Standard Qualifier)

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;  
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sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Deserted Beach</b><br><hr/> Land<br><hr/> <p>This land enters tapped unless you control two or more other lands.<br/> {T}: Add {W} or {U}.</p>                                                                                                                                | <b>Eiganjo, Seat of the Empire</b><br><hr/> Legendary Land<br><hr/> <p>{T}: Add {W}.<br/> 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.</p>                                                                              | <b>Eiganjo, Seat of the Empire</b><br><hr/> Legendary Land<br><hr/> <p>{T}: Add {W}.<br/> 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.</p>                                                                              | <b>Eiganjo, Seat of the Empire</b><br><hr/> Legendary Land<br><hr/> <p>{T}: Add {W}.<br/> 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.</p>                                                                                                                                                                                                                                                                                                |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                            | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                         | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                         | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <b>Eiganjo, Seat of the Empire</b><br><hr/> Legendary Land<br><hr/> <p>{T}: Add {W}.<br/> 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.</p> | <b>Ertai Resurrected</b> 2UB<br><hr/> Legendary Creature -- Phyrexian Human Wizard<br><hr/> Flash<br>When Ertai Resurrected enters, choose up to one --<br>* Counter target spell, activated ability, or triggered ability. Its controller draws a card.<br>* Destroy another target creature or planeswalker. Its controller draws a card.<br><div>3/2</div> | <b>Ertai Resurrected</b> 2UB<br><hr/> Legendary Creature -- Phyrexian Human Wizard<br><hr/> Flash<br>When Ertai Resurrected enters, choose up to one --<br>* Counter target spell, activated ability, or triggered ability. Its controller draws a card.<br>* Destroy another target creature or planeswalker. Its controller draws a card.<br><div>3/2</div> | <b>Malevolent Hermit</b> 1U<br><hr/> Creature -- Human Wizard<br><hr/> <p>{U}, Sacrifice this creature: Counter target noncreature spell unless its controller pays {3}.<br/> Disturb {2}{U} (You may cast this card from your graveyard transformed for its disturb cost.)<br/> <div>2/1</div></p> <p>----- BACK FACE -----</p> <hr/> <b>Benevolent Geist</b><br><hr/> Creature -- Spirit Wizard<br><hr/> Flying<br>Noncreature spells you control can't be countered.<br>If Benevolent Geist would be put into a graveyard from anywhere, exile it instead.<br><div>2/2</div> |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                            | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                         | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                         | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |

**Playtest cards - Mogged - Standard (Standard Qualifier)**

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sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <b>Malevolent Hermit</b> <div> <div>1</div> <div>U</div> </div> </div> <div>           Creature -- Human Wizard         </div> <div> <p>{U}, Sacrifice this creature: Counter target noncreature spell unless its controller pays {3}.</p> <p>Disturb {2}{U} (You may cast this card from your graveyard transformed for its disturb cost.)</p> </div> <div> <div>2/1</div> </div> <div> <div>-----</div> <div>BACK FACE</div> <div>-----</div> </div> <div> <b>Benevolent Geist</b> </div> <div>           Creature -- Spirit Wizard         </div> <div> <p>Flying</p> <p>Noncreature spells you control can't be countered.</p> <p>If Benevolent Geist would be put into a graveyard from anywhere, exile it instead.</p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Obscura Interceptor</b> <div> <div>1</div> <div>W</div> <div>U</div> <div>B</div> </div> </div> <div>           Creature -- Octopus Wizard         </div> <div> <p>Flash</p> <p>Lifelink</p> <p>When this creature enters, it connives. When it connives this way, return up to one target spell to its owner's hand. (To have a creature connive, draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on that creature.)</p> </div> <div> <div>3/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Obscura Interceptor</b> <div> <div>1</div> <div>W</div> <div>U</div> <div>B</div> </div> </div> <div>           Creature -- Octopus Wizard         </div> <div> <p>Flash</p> <p>Lifelink</p> <p>When this creature enters, it connives. When it connives this way, return up to one target spell to its owner's hand. (To have a creature connive, draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on that creature.)</p> </div> <div> <div>3/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Obscura Interceptor</b> <div> <div>1</div> <div>W</div> <div>U</div> <div>B</div> </div> </div> <div>           Creature -- Octopus Wizard         </div> <div> <p>Flash</p> <p>Lifelink</p> <p>When this creature enters, it connives. When it connives this way, return up to one target spell to its owner's hand. (To have a creature connive, draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on that creature.)</p> </div> <div> <div>3/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Otawara, Soaring City</b> </div> <div>           Legendary Land         </div> <div> <p>{T}: Add {U}.</p> <p>Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                                           | <div> <b>Otawara, Soaring City</b> </div> <div>           Legendary Land         </div> <div> <p>{T}: Add {U}.</p> <p>Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                  | <div> <b>Otawara, Soaring City</b> </div> <div>           Legendary Land         </div> <div> <p>{T}: Add {U}.</p> <p>Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                  | <div> <b>Plains</b> </div> <div>           Basic Land -- Plains         </div> <div> <p>({T}: Add {W}.)</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                           |

# Playtest cards - Mogged - Standard (Standard Qualifier)

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

## Land

```
{T}: Add {C}.
{T}: Add one mana of any color.
Spend this mana only to cast a
legendary spell.
{T}: Add one mana of any color among
legendary permanents you control.
{3}, {T}, Exile this land: Target
legendary creature gains hexproof
and indestructible until end of
turn.
```

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## Land

{T}: Add {C}.

{T}: Add one mana of any color. Spend this mana only to cast a legendary spell.

{T}: Add one mana of any color among legendary permanents you control.

{3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.

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## Land

{T}: Add {C}.

{T}: Add one mana of any color. Spend this mana only to cast a legendary spell.

{T}: Add one mana of any color among legendary permanents you control.

{3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.

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Legendary Creature -- Sphinx Demon

Flying, ward {1}  
Whenever you attack, target attacking creature convines X, where X is the number of attacking creatures. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.)

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Creature -- Sphinx Demon

Flying, ward {1}  
Whenever you attack, target attacking creature connives X, where X is the number of attacking creatures. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.)

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Creature -- Sphinx Demon

Flying, ward {1}  
Whenever you attack, target attacking creature convines X, where X is the number of attacking creatures. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.)

1/4

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## Land -- Plains Island Swamp

```

({T}: Add {W}, {U}, or {B}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card:
Draw a card.)

```

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| <div><div><div>Raffine's Tower</div><div>Land -- Plains Island Swamp</div><div>{T}: Add {W}, {U}, or {B}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Raffine's Tower</div><div>Land -- Plains Island Swamp</div><div>{T}: Add {W}, {U}, or {B}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Raffine's Tower</div><div>Land -- Plains Island Swamp</div><div>{T}: Add {W}, {U}, or {B}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Shattered Sanctum</div><div>Land</div><div>This land enters tapped unless you<br/>control two or more other lands.<br/>{T}: Add {W} or {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Shattered Sanctum</div><div>Land</div><div>This land enters tapped unless you<br/>control two or more other lands.<br/>{T}: Add {W} or {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                         | <div><div><div>Shattered Sanctum</div><div>Land</div><div>This land enters tapped unless you<br/>control two or more other lands.<br/>{T}: Add {W} or {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                         | <div><div><div>Shattered Sanctum</div><div>Land</div><div>This land enters tapped unless you<br/>control two or more other lands.<br/>{T}: Add {W} or {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                         | <div><div><div>Shipwreck Marsh</div><div>Land</div><div>This land enters tapped unless you<br/>control two or more other lands.<br/>{T}: Add {U} or {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   |

## Shipwreck Marsh

Land

This land enters tapped unless you control two or more other lands.  
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Shipwreck Marsh

Land

This land enters tapped unless you control two or more other lands.  
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Shipwreck Marsh

Land

This land enters tapped unless you control two or more other lands.  
{T}: Add {U} or {B}.

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## Spectral Adversary

①②

Creature -- Spirit

Flash  
Flying  
When this creature enters, you may pay {1}{U} any number of times. When you pay this cost one or more times, put that many +1/+1 counters on this creature, then up to that many other target artifacts, creatures, and/or enchantments phase out.

2/1

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## Takenuma, Abandoned Mire

## Legendary Land

{T}: Add {B}.  
Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.

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## Thalia, Guardian of Thraben (1)(W)

Legendary Creature -- Human Soldier

First strike  
Noncreature spells cost {1} more to  
cast.

2/1

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## Thalia, Guardian of Thraben (1)(W)

Legendary Creature -- Human Soldier

First strike  
Noncreature spells cost {1} more to  
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2/1

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## Thalia, Guardian of Thraben (1)(W)

Legendary Creature -- Human Soldier

```
First strike
Noncreature spells cost {1} more to
cast.
```

2/1

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| <div>Thalia, Guardian of Thraben (1)(W)</div> <div>Legendary Creature -- Human Soldier</div> <div>First strike<br/>Noncreature spells cost {1} more to cast.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Toluz, Clever Conductor (W/U)(U)(U/B)</div> <div>Legendary Creature -- Human Rogue</div> <div>When Toluz enters, it connives.<br/>(Draw a card, then discard a card.<br/>If you discarded a nonland card, put a +1/+1 counter on this creature.)<br/>Whenever you discard one or more cards, exile them from your graveyard.<br/>When Toluz dies, put the cards exiled with it into their owner's hand.</div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Toluz, Clever Conductor (W/U)(U)(U/B)</div> <div>Legendary Creature -- Human Rogue</div> <div>When Toluz enters, it connives.<br/>(Draw a card, then discard a card.<br/>If you discarded a nonland card, put a +1/+1 counter on this creature.)<br/>Whenever you discard one or more cards, exile them from your graveyard.<br/>When Toluz dies, put the cards exiled with it into their owner's hand.</div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Toluz, Clever Conductor (W/U)(U)(U/B)</div> <div>Legendary Creature -- Human Rogue</div> <div>When Toluz enters, it connives.<br/>(Draw a card, then discard a card.<br/>If you discarded a nonland card, put a +1/+1 counter on this creature.)<br/>Whenever you discard one or more cards, exile them from your graveyard.<br/>When Toluz dies, put the cards exiled with it into their owner's hand.</div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Brutal Cathar</div> <div>Card</div> <div>[sideboard]</div> <div>----- OTHER FACE -----</div> <div>Brutal Cathar</div> <div>Card</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                        | <div>Brutal Cathar</div> <div>Card</div> <div>[sideboard]</div> <div>----- OTHER FACE -----</div> <div>Brutal Cathar</div> <div>Card</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                        | <div>Destroy Evil (1)(W)</div> <div>Instant</div> <div>Choose one --<br/>* Destroy target creature with toughness 4 or greater.<br/>* Destroy target enchantment.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                    | <div>Destroy Evil (1)(W)</div> <div>Instant</div> <div>Choose one --<br/>* Destroy target creature with toughness 4 or greater.<br/>* Destroy target enchantment.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                    |

① ② W

Choose one --

```
Choose one --
* Destroy target creature with
toughness 4 or greater.
* Destroy target enchantment.
```

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Choose one --

Choose one --

- \* Destroy target creature with toughness 4 or greater.
- \* Destroy target enchantment.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Counter target spell with mana value 4 or greater.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

```
Counter target spell with mana value
4 or greater.
```

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

This spell costs {2} less to cast if it targets a red creature.

Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

```
This spell costs {2} less to cast if
it targets a red creature.
```

Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## ①②

{U}, Sacrifice this creature: Counter target noncreature spell unless its controller pays {3}.  
Disturb {2}{U} (You may cast this card from your graveyard transformed for its disturb cost.)

[sideboard]

2/1

- - - BACK FACE - -

Creature -- Spirit Wizard

Flying

Noncreature spells you control can't be countered.

If Benevolent Geist would be put into a graveyard from anywhere, exile it instead.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W U B

Flying

When this creature enters, target opponent reveals their hand. You choose an artifact, instant, or sorcery card from it and exile that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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.

### Obscura Interceptor ①②③④

Creature -- Octopus Wizard

Flash  
Lifelink  
When this creature enters, it  
connives. When it connives this way,  
return up to one target spell to its  
owner's hand. (To have a creature  
connive, draw a card, then discard a  
card. If you discarded a nonland  
card, put a +1/+1 counter on that  
creature.)

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### The Wandering Emperor ②③④

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]

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### The Wandering Emperor ②③④

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]

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Mogged - Standard (Standard Qualifier)

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 10/10 - 3 cards - 2.5 x 3.5 in each