

Ambitious Farmhand

Card

OTHER FACE

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Ao, the Dawn Sky

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

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Crystal Grotto

Land

When this land enters, scry 1.
{T}: Add {C}.
{1}, {T}: Add one mana of any color.

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Crystal Grotto Land When this land enters, scry 1. {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Destroy Evil Instant Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Destroy Evil Instant Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev
Elspeth Resplendent 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 PLAY botbox.dev	Elspeth Resplendent 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 PLAY botbox.dev	Farewell Sorcery Choose one or more -- * Exile all artifacts. * Exile all creatures. * Exile all enchantments. * Exile all graveyards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Farewell Sorcery Choose one or more -- * Exile all artifacts. * Exile all creatures. * Exile all enchantments. * Exile all graveyards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ W W

* Exile all graveyards.

① ② W

Creatures you control get +1/+1 for each valor counter on this creature.

3/1

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① ② W

Creatures you control get +1/+1 for each valor counter on this creature.

3/1

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(X) (W)

Exile target artifact, creature, or enchantment with mana value X or less.

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(X)(W)

Exile target artifact, creature, or enchantment with mana value X or less.

{3}, {T}: Target Vehicle becomes an artifact creature until end of turn.

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Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reckoner Bankbuster2 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 PLAYbotbox.dev	Reckoner Bankbuster2 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 PLAYbotbox.dev	Reckoner Bankbuster2 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 PLAYbotbox.dev

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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	Surgehacker Mech 4 Artifact -- Vehicle Menace When this Vehicle enters, it deals damage equal to twice the number of Vehicles you control to target creature or planeswalker an opponent controls. Crew 4 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Surgehacker Mech 4 Artifact -- Vehicle Menace When this Vehicle enters, it deals damage equal to twice the number of Vehicles you control to target creature or planeswalker an opponent controls. Crew 4 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surgehacker Mech 4 Artifact -- Vehicle Menace When this Vehicle enters, it deals damage equal to twice the number of Vehicles you control to target creature or planeswalker an opponent controls. Crew 4 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Restoration of Eiganjo 2W 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. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Restoration of Eiganjo 2W 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. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Archgaze - 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 7/10 - 8 cards - 2.5 x 3.5 in each

Wedding Announcement 2W Enchantment At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it. ----- BACK FACE ----- Wedding Festivity Enchantment Creatures you control get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wedding Announcement 2W Enchantment At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it. ----- BACK FACE ----- Wedding Festivity Enchantment Creatures you control get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wedding Announcement 2W Enchantment At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it. ----- BACK FACE ----- Wedding Festivity Enchantment Creatures you control get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wedding Announcement 2W Enchantment At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it. ----- BACK FACE ----- Wedding Festivity Enchantment Creatures you control get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ao, the Dawn Sky 3WW 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. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Circuit Mender 3 Artifact Creature -- Insect When this creature enters, you gain 2 life. When this creature leaves the battlefield, draw a card. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Circuit Mender 3 Artifact Creature -- Insect When this creature enters, you gain 2 life. When this creature leaves the battlefield, draw a card. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Depopulate 2WW Sorcery Each player who controls a multicolored creature draws a card. Then destroy all creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Depopulate 2W Sorcery Each player who controls a multicolored creature draws a card. Then destroy all creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pithing Needle 1 Artifact As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Runic Shot W Sorcery Kicker {U} (You may pay an additional {U} as you cast this spell.) Destroy target tapped creature. If this spell was kicked, scry 2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Runic Shot W Sorcery Kicker {U} (You may pay an additional {U} as you cast this spell.) Destroy target tapped creature. If this spell was kicked, scry 2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sungold Sentinel 1W Creature -- Human Soldier Whenever this creature enters or attacks, exile up to one target card from a graveyard. Coven -- {1}{W}: Choose a color. This creature gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sungold Sentinel 1W Creature -- Human Soldier Whenever this creature enters or attacks, exile up to one target card from a graveyard. Coven -- {1}{W}: Choose a color. This creature gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunset Revelry 1W 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 1WW 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

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

Unlicensed Hearse 2 Artifact -- Vehicle {T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2 [sideboard] */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valorous Stance 1W Instant Choose one -- * Target creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) * Destroy target creature with toughness 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vanquish the Horde 6WW Sorcery This spell costs {1} less to cast for each creature on the battlefield. Destroy all creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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