

Alrund's Epiphany (5)(U)(U) Sorcery Create two 1/1 blue Bird creature tokens with flying. Take an extra turn after this one. Exile Alrund's Epiphany. Foretell {4}{U}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Alrund's Epiphany (5)(U)(U) Sorcery Create two 1/1 blue Bird creature tokens with flying. Take an extra turn after this one. Exile Alrund's Epiphany. Foretell {4}{U}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Alrund's Epiphany (5)(U)(U) Sorcery Create two 1/1 blue Bird creature tokens with flying. Take an extra turn after this one. Exile Alrund's Epiphany. Foretell {4}{U}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Alrund's Epiphany (5)(U)(U) Sorcery Create two 1/1 blue Bird creature tokens with flying. Take an extra turn after this one. Exile Alrund's Epiphany. Foretell {4}{U}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Behold the Multiverse (3)(U) Instant Scry 2, then draw two cards. Foretell {1}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Behold the Multiverse (3)(U) Instant Scry 2, then draw two cards. Foretell {1}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Behold the Multiverse (3)(U) Instant Scry 2, then draw two cards. Foretell {1}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Behold the Multiverse (3)(U) Instant Scry 2, then draw two cards. Foretell {1}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cinderclasm 1 R Instant Kicker {R} (You may pay an additional {R} as you cast this spell.) Cinderclasm deals 1 damage to each creature. If it was kicked, it deals 2 damage to each creature instead. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cyclone Summoner 5 U U Creature -- Giant Wizard When this creature enters, if you cast it from your hand, return all permanents to their owners' hands except for Giants, Wizards, and lands. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Demon Bolt 2 R Instant Demon Bolt deals 4 damage to target creature or planeswalker. Foretell {R} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Demon Bolt 2 R Instant Demon Bolt deals 4 damage to target creature or planeswalker. Foretell {R} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Disdainful Stroke 1 U Instant Counter target spell with mana value 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disdainful Stroke 1 U Instant Counter target spell with mana value 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Divide by Zero 2 U Instant Return target spell or permanent with mana value 1 or greater to its owner's hand. Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Divide by Zero 2 U Instant Return target spell or permanent with mana value 1 or greater to its owner's hand. Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

As this land enters, you may reveal an Island or Mountain card from your hand. If you don't, this land enters tapped.

$\{T\}$: Add $\{U\}$ or $\{R\}$.

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As this land enters, you may reveal an Island or Mountain card from your hand. If you don't, this land enters tapped.

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As this land enters, you may reveal an Island or Mountain card from your hand. If you don't, this land enters tapped.

$\{T\}$: Add $\{U\}$ or $\{R\}$.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U R

Instant

When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy.

Flashback {1}{U}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Hall of Storm Giants

Land

If you control two or more other lands, this land enters tapped.

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

{5}{U}: Until end of turn, this land becomes a 7/7 blue Giant creature with ward {3}. It's still a land. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hall of Storm Giants Land If you control two or more other lands, this land enters tapped. {T}: Add {U}. {5}{U}: Until end of turn, this land becomes a 7/7 blue Giant creature with ward {3}. It's still a land. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T} : Add {U} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T} : Add {U} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T} : Add {U} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Island Basic Land -- Island ({T} : Add {U} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T} : Add {U} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Iymrith, Desert Doom 3UU Legendary Creature -- Dragon Flying Iymrith has ward {4} as long as it's untapped. Whenever Iymrith deals combat damage to a player, draw a card. Then if you have fewer than three cards in hand, draw cards equal to the difference. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jwari Disruption 1U Instant Counter target spell unless its controller pays {1}. ----- BACK FACE ----- Jwari Ruins Land This land enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Riverglide Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev Lavaglide Pathway Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Riverglide Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev Lavaglide Pathway Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Riverglide Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev Lavaglide Pathway Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Riverglide Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev Lavaglide Pathway Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spikefield Hazard Instant Spikefield Hazard deals 1 damage to any target. If a permanent dealt damage this way would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev Spikefield Cave Land This land enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spikefield Hazard Instant Spikefield Hazard deals 1 damage to any target. If a permanent dealt damage this way would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev Spikefield Cave Land This land enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spikefield Hazard Instant Spikefield Hazard deals 1 damage to any target. If a permanent dealt damage this way would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev Spikefield Cave Land This land enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unexpected Windfall (2)(R)(R) Instant As an additional cost to cast this spell, discard a card. Draw two cards and create two Treasure tokens. (They're artifacts with "{T}", Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unexpected Windfall (2)(R)(R) Instant As an additional cost to cast this spell, discard a card. Draw two cards and create two Treasure tokens. (They're artifacts with "{T}", Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unexpected Windfall (2)(R)(R) Instant As an additional cost to cast this spell, discard a card. Draw two cards and create two Treasure tokens. (They're artifacts with "{T}", Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unexpected Windfall (2)(R)(R) Instant As an additional cost to cast this spell, discard a card. Draw two cards and create two Treasure tokens. (They're artifacts with "{T}", Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cinderclasm (1)(R) Instant Kicker {R} (You may pay an additional {R} as you cast this spell.) Cinderclasm deals 1 damage to each creature. If it was kicked, it deals 2 damage to each creature instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cinderclasm (1)(R) Instant Kicker {R} (You may pay an additional {R} as you cast this spell.) Cinderclasm deals 1 damage to each creature. If it was kicked, it deals 2 damage to each creature instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cyclone Summoner (5)(U)(U) Creature -- Giant Wizard When this creature enters, if you cast it from your hand, return all permanents to their owners' hands except for Giants, Wizards, and lands. [sideboard] 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cyclone Summoner (5)(U)(U) Creature -- Giant Wizard When this creature enters, if you cast it from your hand, return all permanents to their owners' hands except for Giants, Wizards, and lands. [sideboard] 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Disdainful Stroke 1U Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Environmental Sciences 2 Sorcery -- Lesson Search your library for a basic land card, reveal it, put it into your hand, then shuffle. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Heated Debate 2R Instant This spell can't be countered. (This includes by the ward ability.) Heated Debate deals 4 damage to target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Heated Debate 2R Instant This spell can't be countered. (This includes by the ward ability.) Heated Debate deals 4 damage to target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Malevolent Hermit 1U Creature -- Human Wizard {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 ----- Benevolent Geist 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 PLAYbotbox.dev	Mascot Exhibition 7 Sorcery -- Lesson Create a 2/1 white and black Inkling creature token with flying, a 3/2 red and white Spirit creature token, and a 4/4 blue and red Elemental creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Smoldering Egg 1R Creature -- Dragon Egg Defender Whenever you cast an instant or sorcery spell, put a number of ember counters on this creature equal to the amount of mana spent to cast that spell. Then if this creature has seven or more ember counters on it, remove them and transform this creature. [sideboard] 0/4 ----- BACK FACE ----- Ashmouth Dragon Creature -- Dragon Flying Whenever you cast an instant or sorcery spell, this creature deals 2 damage to any target. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Smoldering Egg 1R Creature -- Dragon Egg Defender Whenever you cast an instant or sorcery spell, put a number of ember counters on this creature equal to the amount of mana spent to cast that spell. Then if this creature has seven or more ember counters on it, remove them and transform this creature. [sideboard] 0/4 ----- BACK FACE ----- Ashmouth Dragon Creature -- Dragon Flying Whenever you cast an instant or sorcery spell, this creature deals 2 damage to any target. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - cftsoc3 - 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 9/10 - 8 cards - 2.5 x 3.5 in each

Smoldering Egg 1 R Creature -- Dragon Egg Defender Whenever you cast an instant or sorcery spell, put a number of ember counters on this creature equal to the amount of mana spent to cast that spell. Then if this creature has seven or more ember counters on it, remove them and transform this creature. [sideboard] 0/4 ----- BACK FACE ----- Ashmouth Dragon Creature -- Dragon Flying Whenever you cast an instant or sorcery spell, this creature deals 2 damage to any target. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Smoldering Egg 1 R Creature -- Dragon Egg Defender Whenever you cast an instant or sorcery spell, put a number of ember counters on this creature equal to the amount of mana spent to cast that spell. Then if this creature has seven or more ember counters on it, remove them and transform this creature. [sideboard] 0/4 ----- BACK FACE ----- Ashmouth Dragon Creature -- Dragon Flying Whenever you cast an instant or sorcery spell, this creature deals 2 damage to any target. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Teachings of the Archaics 2 U Sorcery -- Lesson If an opponent has more cards in hand than you, draw two cards. Draw three cards instead if an opponent has at least four more cards in hand than you. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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