

Alrund's Epiphany 5UUU 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 5UUU 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 5UUU 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	Dissipate 1UUU Instant Counter target spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Divide by Zero 2U 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 PLAYbotbox.dev	Divide by Zero 2U 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 PLAYbotbox.dev	Dragon's Fire 1R Instant As an additional cost to cast this spell, you may reveal a Dragon card from your hand or choose a Dragon you control. Dragon's Fire deals 3 damage to target creature or planeswalker. If you revealed a Dragon card or chose a Dragon as you cast this spell, Dragon's Fire deals damage equal to the power of that card or creature instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dragon's Fire 1R Instant As an additional cost to cast this spell, you may reveal a Dragon card from your hand or choose a Dragon you control. Dragon's Fire deals 3 damage to target creature or planeswalker. If you revealed a Dragon card or chose a Dragon as you cast this spell, Dragon's Fire deals damage equal to the power of that card or creature instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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."

4/4

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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}**.)

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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
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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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Saw It Coming 1UU Instant Counter target spell. 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 PLAY botbox.dev	Shatterskull Smashing XRR Sorcery Shatterskull Smashing deals X damage divided as you choose among up to two target creatures and/or planeswalkers. If X is 6 or more, Shatterskull Smashing deals twice X damage divided as you choose among them instead. Shatterskull, the Hammer Pass Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shatterskull Smashing XRR Sorcery Shatterskull Smashing deals X damage divided as you choose among up to two target creatures and/or planeswalkers. If X is 6 or more, Shatterskull Smashing deals twice X damage divided as you choose among them instead. Shatterskull, the Hammer Pass Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shatterskull Smashing XRR Sorcery Shatterskull Smashing deals X damage divided as you choose among up to two target creatures and/or planeswalkers. If X is 6 or more, Shatterskull Smashing deals twice X damage divided as you choose among them instead. Shatterskull, the Hammer Pass Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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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. 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	Spikefield Hazard R Instant Spikefield Hazard deals 1 damage to any target. If a permanent dealt damage this way would die this turn, exile it instead. ----- BACK FACE ----- Spikefield Cave Land This land enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thundering Rebuke 1 R Sorcery Thundering Rebuke deals 4 damage to target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thundering Rebuke 1 R Sorcery Thundering Rebuke deals 4 damage to target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Burning Hands 1 R Instant Burning Hands deals 2 damage to target creature or planeswalker. If that permanent is green, Burning Hands deals 6 damage instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Burning Hands 1 R Instant Burning Hands deals 2 damage to target creature or planeswalker. If that permanent is green, Burning Hands deals 6 damage instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Burning Hands 1 R Instant Burning Hands deals 2 damage to target creature or planeswalker. If that permanent is green, Burning Hands deals 6 damage 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

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 PLAY botbox.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 PLAY botbox.dev	Fading Hope U Instant Return target creature to its owner's hand. If its mana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heated Debate 2 R 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 PLAY botbox.dev
Malevolent Hermit 1 U 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 PLAY botbox.dev	Malevolent Hermit 1 U 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 PLAY botbox.dev	Malevolent Hermit 1 U 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 PLAY botbox.dev	Malevolent Hermit 1 U 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 PLAY botbox.dev

Playtest cards - roter_Erzengel - Standard (Standard Super 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 9/10 - 8 cards - 2.5 x 3.5 in each

Mascot Exhibition7 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	Prismari Command1UR Instant Choose two -- * Prismari Command deals 2 damage to any target. * Target player draws two cards, then discards two cards. * Target player creates a Treasure token. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Test of Talents1U Instant Counter target instant or sorcery spell. Search its controller's graveyard, hand, and library for any number of cards with the same name as that spell and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	