

Adagia, Windswept Bastion

Land -- Planet

This land enters tapped.
{T}: Add {W}.
Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.)
12+ | {3}{W}, {T}: Create a token that's a copy of target artifact or enchantment you control, except it's legendary. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Cavern of Souls

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color.
Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

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Dredger's Insight ① ⑥

Enchantment

Whenever one or more artifact and/or creature cards leave your graveyard, you gain 1 life.

When this enchantment enters, mill four cards. You may put an artifact, creature, or land card from among the milled cards into your hand. (To mill four cards, put the top four cards of your library into your graveyard.)

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Dredger's Insight 1 G

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Playtest cards - doctor-x - Standard (Standard League)

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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

Dredger's Insight ①⑥ Enchantment Whenever one or more artifact and/or creature cards leave your graveyard, you gain 1 life. When this enchantment enters, mill four cards. You may put an artifact, creature, or land card from among the milled cards into your hand. (To mill four cards, put the top four cards of your library into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dredger's Insight ①⑥ Enchantment Whenever one or more artifact and/or creature cards leave your graveyard, you gain 1 life. When this enchantment enters, mill four cards. You may put an artifact, creature, or land card from among the milled cards into your hand. (To mill four cards, put the top four cards of your library into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Esper Origins ①⑥ Sorcery Surveil 2. You gain 2 life. If this spell was cast from a graveyard, exile it, then put it onto the battlefield transformed under its owner's control with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.) Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) ----- BACK FACE ----- Summon: Esper Maduin Enchantment Creature -- Saga Elemental (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Reveal the top card of your library. If it's a permanent card, put it into your hand. II -- Add {G}{G}. III -- Other creatures you control get +2/+2 and gain trample until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Esper Origins ①⑥ Sorcery Surveil 2. You gain 2 life. If this spell was cast from a graveyard, exile it, then put it onto the battlefield transformed under its owner's control with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.) Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) ----- BACK FACE ----- Summon: Esper Maduin Enchantment Creature -- Saga Elemental (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Reveal the top card of your library. If it's a permanent card, put it into your hand. II -- Add {G}{G}. III -- Other creatures you control get +2/+2 and gain trample until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Kona, Rescue Beastie (3)(G)

Legendary Creature -- Beast Survivor

Survival -- At the beginning of your second main phase, if Kona is tapped, you may put a permanent card from your hand onto the battlefield.

4/3

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Llanowar Elves

Creature -- Elf Druid

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

1/1

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G

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Ⓒ

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1/1

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4GG

Reach, vigilance

Lumra's power and toughness are each equal to the number of lands you control.

When Lumra enters, mill four cards.
Then return all land cards from your
graveyard to the battlefield tapped.

* / *

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5 W W

Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)

Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.

6/6

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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	Split Up 1WW Sorcery Choose one -- * Destroy all tapped creatures. * Destroy all untapped creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Split Up 1WW Sorcery Choose one -- * Destroy all tapped creatures. * Destroy all untapped creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Summon: Bahamut ⑨ Enchantment Creature -- Saga Dragon (As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.) I, II -- Destroy up to one target nonland permanent. III -- Draw two cards. IV -- Mega Flare -- This creature deals damage equal to the total mana value of other permanents you control to each opponent. Flying 9/9 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Summon: Bahamut ⑨ Enchantment Creature -- Saga Dragon (As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.) I, II -- Destroy up to one target nonland permanent. III -- Draw two cards. IV -- Mega Flare -- This creature deals damage equal to the total mana value of other permanents you control to each opponent. Flying 9/9 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Summon: Bahamut ⑨ Enchantment Creature -- Saga Dragon (As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.) I, II -- Destroy up to one target nonland permanent. III -- Draw two cards. IV -- Mega Flare -- This creature deals damage equal to the total mana value of other permanents you control to each opponent. Flying 9/9 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Summon: Fenrir ②⑥ Enchantment Creature -- Saga Wolf (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Crescent Fang -- Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. II -- Heavenward Howl -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it. III -- Ecliptic Growl -- Draw a card if you control the creature with the greatest power or tied for the greatest power. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - doctor-x - Standard (Standard League)

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

The Seriema 1 W W Legendary Artifact -- Spacecraft When The Seriema enters, search your library for a legendary creature card, reveal it, put it into your hand, then shuffle. Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 7+.) 7+ Flying Other tapped legendary creatures you control have indestructible. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Seriema 1 W W Legendary Artifact -- Spacecraft When The Seriema enters, search your library for a legendary creature card, reveal it, put it into your hand, then shuffle. Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 7+.) 7+ Flying Other tapped legendary creatures you control have indestructible. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yuna, Hope of Spira 3 G W Legendary Creature -- Human Cleric During your turn, Yuna and enchantment creatures you control have trample, lifelink, and ward {2}. At the beginning of your end step, return up to one target enchantment card from your graveyard to the battlefield with a finality counter on it. (If a permanent with a finality counter on it would be put into a graveyard from the battlefield, exile it instead.) 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yuna, Hope of Spira 3 G W Legendary Creature -- Human Cleric During your turn, Yuna and enchantment creatures you control have trample, lifelink, and ward {2}. At the beginning of your end step, return up to one target enchantment card from your graveyard to the battlefield with a finality counter on it. (If a permanent with a finality counter on it would be put into a graveyard from the battlefield, exile it instead.) 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Elspeth, Storm Slayer 3 W W Legendary Planeswalker -- Elspeth If one or more tokens would be created under your control, twice that many of those tokens are created instead. [+1]: Create a 1/1 white Soldier creature token. [0]: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn. [-3]: Destroy target creature an opponent controls with mana value 3 or greater. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elspeth, Storm Slayer 3 W W Legendary Planeswalker -- Elspeth If one or more tokens would be created under your control, twice that many of those tokens are created instead. [+1]: Create a 1/1 white Soldier creature token. [0]: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn. [-3]: Destroy target creature an opponent controls with mana value 3 or greater. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Get Lost 1 W Instant Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Get Lost 1 W Instant Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - doctor-x - Standard (Standard League)

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

Ghost Vacuum ① Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heritage Reclamation ①⑥ Instant Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile up to one target card from a graveyard. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heritage Reclamation ①⑥ Instant Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile up to one target card from a graveyard. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	High Noon ①W Enchantment Each player can't cast more than one spell each turn. {4}{R}, Sacrifice this enchantment: It deals 5 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
High Noon ①W Enchantment Each player can't cast more than one spell each turn. {4}{R}, Sacrifice this enchantment: It deals 5 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seam Rip W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seam Rip W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Split Up ①WW Sorcery Choose one -- * Destroy all tapped creatures. * Destroy all untapped creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Voice of Victory (1)(W) Creature -- Human Bard Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of Victory (1)(W) Creature -- Human Bard Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of Victory (1)(W) Creature -- Human Bard Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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