

All That Glitters 1 W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each artifact and/or enchantment you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	All That Glitters 1 W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each artifact and/or enchantment you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Darksteel Citadel Artifact Land Indestructible {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Darksteel Citadel Artifact Land Indestructible {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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① ②

Enchant artifact
Enchanted artifact is a creature
with base power and toughness 5/5 in
addition to its other types.

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①

Equipped creature gets +2/+2.
Equip {3}
This Equipment's equip ability costs {2} less to activate if it targets a colorless creature.

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Haste (This creature can attack and {T} as soon as it comes under your control.)
 {1}: This creature can't be blocked this turn except by creatures with haste.
 {2}, {T}, Sacrifice this creature: You gain 3 life.

1/1

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1/1

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Land -- Plains Island

As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Land

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

- - - BACK FACE - - -

Land

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

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Land

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

- - - BACK FACE - - -

Land

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

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

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.

Hengegate Pathway Land {T}: Add {W}. BACK FACE Mistgate Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hengegate Pathway Land {T}: Add {W}. BACK FACE Mistgate Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ingenious Smith Creature -- Human Artificer When this creature enters, look at the top four cards of your library. You may reveal an artifact card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. Whenever one or more artifacts you control enter, put a +1/+1 counter on this creature. This ability triggers only once each turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ingenious Smith Creature -- Human Artificer When this creature enters, look at the top four cards of your library. You may reveal an artifact card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. Whenever one or more artifacts you control enter, put a +1/+1 counter on this creature. This ability triggers only once each turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Mutavault

Token Land

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{T}: Add {C}.
{1}: This token becomes a 2/2
creature with all creature types
until end of turn. It's still a
land.
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Ornithopter

Artifact Creature -- Thopter

Flying

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Artifact Creature -- Thopter

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

$$(\{T\}: \text{Add } \{W\}.)$$

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Portable Hole

Artifact

When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.

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Playtest cards - Kente - Pioneer (Pioneer League)

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 5/10 - 8 cards - 2.5 x 3.5 in each

Portable Hole Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Portable Hole Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shadowspear Legendary Artifact -- Equipment Equipped creature gets +1/+1 and has trample and lifelink. {1}: Permanents your opponents control lose hexproof and indestructible until end of turn. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spire of Industry Land {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. Activate only if you control an artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Springleaf Drum Artifact {T}, Tap an untapped creature you control: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Springleaf Drum Artifact {T}, Tap an untapped creature you control: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Springleaf Drum Artifact {T}, Tap an untapped creature you control: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stonecoil Serpent Artifact Creature -- Snake Reach, trample, protection from multicolored This creature enters with X +1/+1 counters on it. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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The Blackstaff of Waterdeep U Legendary Artifact You may choose not to untap The Blackstaff of Waterdeep during your untap step. Animate Walking Statue -- {1}{U}, {T}: Another target nontoken artifact you control becomes a 4/4 artifact creature for as long as The Blackstaff of Waterdeep remains tapped. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Blackstaff of Waterdeep U Legendary Artifact You may choose not to untap The Blackstaff of Waterdeep during your untap step. Animate Walking Statue -- {1}{U}, {T}: Another target nontoken artifact you control becomes a 4/4 artifact creature for as long as The Blackstaff of Waterdeep remains tapped. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Blackstaff of Waterdeep U Legendary Artifact You may choose not to untap The Blackstaff of Waterdeep during your untap step. Animate Walking Statue -- {1}{U}, {T}: Another target nontoken artifact you control becomes a 4/4 artifact creature for as long as The Blackstaff of Waterdeep remains tapped. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Treasure Vault Artifact Land {T}: Add {C}. {X}{X}, {T}, Sacrifice this land: Create X Treasure tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Deafening Silence W Enchantment Each player can't cast more than one noncreature spell each turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deafening Silence W Enchantment Each player can't cast more than one noncreature spell each turn. [sideboard] 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	Fateful Absence 1W Instant Destroy target creature or planeswalker. Its controller investigates. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① W

Destroy target creature or planeswalker. Its controller investigates. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

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Creature cards in graveyards and libraries can't enter the battlefield.
Players can't cast spells from graveyards or libraries.

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① W

Flying, lifelink
Creatures entering or dying don't
cause abilities to trigger.

1/2

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① ② W

Flying, lifelink
Creatures entering or dying don't
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1/2

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W

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Choose one --
* You gain 4 life.
* Destroy target enchantment.
* Put a +1/+1 counter on target creature.
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① (W/B) (W/B)

Companion -- Each permanent card in your starting deck has mana value 2 or less. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)

Lifelink

Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard.

3/2

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

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.

Mystical Dispute 2 U Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scrabbling Claws 1 Artifact {T}: Target player exiles a card from their graveyard. {1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stubborn Denial U Instant Counter target noncreature spell unless its controller pays {1}. Ferocious -- If you control a creature with power 4 or greater, counter that spell instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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