

## Adarkar Wastes

Land

{T}: Add {C}.  
{T}: Add {W} or {U}. This land deals  
1 damage to you.

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## Change the Equation ① ④

Instant

```
Choose one --
* Counter target spell with mana
value 2 or less.
* Counter target red or green spell
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**Combat Courier** ①

Artifact Creature -- Construct

{2}, Sacrifice this creature: Draw a card.

Unearth {U} ({U}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

1/1

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| <div> <div> <b>Combat Courier</b> <div>1</div> </div> <div> Artifact Creature -- Construct </div> <div> {2}, Sacrifice this creature: Draw a card.<br/> Unearth {U} ({U}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.) </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> <b>Combat Courier</b> <div>1</div> </div> <div> Artifact Creature -- Construct </div> <div> {2}, Sacrifice this creature: Draw a card.<br/> Unearth {U} ({U}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.) </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> <b>Dusk Rose Reliquary</b> <div>W</div> </div> <div> Artifact </div> <div> As an additional cost to cast this spell, sacrifice an artifact or creature.<br/> Ward {2}<br/> When this artifact enters, exile target artifact or creature an opponent controls until this artifact leaves the battlefield. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> <b>Dusk Rose Reliquary</b> <div>W</div> </div> <div> Artifact </div> <div> As an additional cost to cast this spell, sacrifice an artifact or creature.<br/> Ward {2}<br/> When this artifact enters, exile target artifact or creature an opponent controls until this artifact leaves the battlefield. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |
| <div> <div> <b>Fabled Passage</b> </div> <div> Land </div> <div> {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                | <div> <div> <b>Fabled Passage</b> </div> <div> Land </div> <div> {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                | <div> <div> <b>Floodfarm Verge</b> </div> <div> Land </div> <div> {T}: Add {W}.<br/> {T}: Add {U}. Activate only if you control a Plains or an Island. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                               | <div> <div> <b>Floodfarm Verge</b> </div> <div> Land </div> <div> {T}: Add {W}.<br/> {T}: Add {U}. Activate only if you control a Plains or an Island. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                               |

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| <div> <div>Get Lost</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>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.")</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                            | <div> <div>Get Lost</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>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.")</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                            | <div> <div>Get Lost</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>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.")</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                            | <div> <div>Get Lost</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>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.")</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                            |
| <div> <div>Gingerbrute</div> <div> <div>1</div> </div> </div> <div>Artifact Creature -- Food Golem</div> <div> <p>Haste (This creature can attack and {T} as soon as it comes under your control.)<br/> {1}: This creature can't be blocked this turn except by creatures with haste.<br/> {2}, {T}, Sacrifice this creature: You gain 3 life.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Gingerbrute</div> <div> <div>1</div> </div> </div> <div>Artifact Creature -- Food Golem</div> <div> <p>Haste (This creature can attack and {T} as soon as it comes under your control.)<br/> {1}: This creature can't be blocked this turn except by creatures with haste.<br/> {2}, {T}, Sacrifice this creature: You gain 3 life.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Gingerbrute</div> <div> <div>1</div> </div> </div> <div>Artifact Creature -- Food Golem</div> <div> <p>Haste (This creature can attack and {T} as soon as it comes under your control.)<br/> {1}: This creature can't be blocked this turn except by creatures with haste.<br/> {2}, {T}, Sacrifice this creature: You gain 3 life.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Gingerbrute</div> <div> <div>1</div> </div> </div> <div>Artifact Creature -- Food Golem</div> <div> <p>Haste (This creature can attack and {T} as soon as it comes under your control.)<br/> {1}: This creature can't be blocked this turn except by creatures with haste.<br/> {2}, {T}, Sacrifice this creature: You gain 3 life.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                       | <div><div>Liberator, Urza's Battlethopter ③</div><div>Legendary Artifact Creature -- Thopter</div><div>Flash<br/>Flying<br/>You may cast colorless spells and artifact spells as though they had flash.<br/>Whenever you cast a spell, if the amount of mana spent to cast that spell is greater than Liberator's power, put a +1/+1 counter on Liberator.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Liberator, Urza's Battlethopter ③</div><div>Legendary Artifact Creature -- Thopter</div><div>Flash<br/>Flying<br/>You may cast colorless spells and artifact spells as though they had flash.<br/>Whenever you cast a spell, if the amount of mana spent to cast that spell is greater than Liberator's power, put a +1/+1 counter on Liberator.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Liberator, Urza's Battlethopter ③</div><div>Legendary Artifact Creature -- Thopter</div><div>Flash<br/>Flying<br/>You may cast colorless spells and artifact spells as though they had flash.<br/>Whenever you cast a spell, if the amount of mana spent to cast that spell is greater than Liberator's power, put a +1/+1 counter on Liberator.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Lonely Arroyo</div><div>Land -- Desert</div><div>This land enters tapped.<br/>When this land enters, it deals 1 damage to target opponent.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lonely Arroyo</div><div>Land -- Desert</div><div>This land enters tapped.<br/>When this land enters, it deals 1 damage to target opponent.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                            | <div><div>Lonely Arroyo</div><div>Land -- Desert</div><div>This land enters tapped.<br/>When this land enters, it deals 1 damage to target opponent.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                            | <div><div>Lonely Arroyo</div><div>Land -- Desert</div><div>This land enters tapped.<br/>When this land enters, it deals 1 damage to target opponent.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                            |

⊗ ⊗

This creature enters with X +1/+1 counters on it.

When this creature dies, draw a card for each +1/+1 counter on it.

0/0

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This creature enters with X +1/+1 counters on it.

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0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W U

Mendicant Core's power is equal to the number of artifacts you control. Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)

Max speed -- Whenever you cast an artifact spell, you may pay {1}. If you do, copy it. (The copy becomes a token.)

**\* / 3**

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## Land

Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)

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Max speed --  $\{T\}$ : Add  $\{C\}\{C\}$ .

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| <div><div><div>Muraganda Raceway</div><div>Land</div><div>Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)<br/>{T}: Add {C}.<br/>Max speed -- {T}: Add {C}{C}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                              | <div><div><div>Muraganda Raceway</div><div>Land</div><div>Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)<br/>{T}: Add {C}.<br/>Max speed -- {T}: Add {C}{C}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                              | <div><div><div>Perilous Snare</div><div>Artifact</div><div>Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)<br/>When this artifact enters, exile target nonland permanent an opponent controls until this artifact leaves the battlefield.<br/>Max speed -- {T}: Put a +1/+1 counter on target creature or Vehicle you control. Activate only as a sorcery.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Perilous Snare</div><div>Artifact</div><div>Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)<br/>When this artifact enters, exile target nonland permanent an opponent controls until this artifact leaves the battlefield.<br/>Max speed -- {T}: Put a +1/+1 counter on target creature or Vehicle you control. Activate only as a sorcery.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                 | <div>Racers' Scoreboard 4</div> <div>Artifact</div> <div>Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)</div> <div>When this artifact enters, draw two cards, then discard a card.</div> <div>Max speed -- Spells you cast cost {1} less to cast.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Racers' Scoreboard 4</div> <div>Artifact</div> <div>Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)</div> <div>When this artifact enters, draw two cards, then discard a card.</div> <div>Max speed -- Spells you cast cost {1} less to cast.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                           | <div>Racers' Scoreboard 4</div> <div>Artifact</div> <div>Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)</div> <div>When this artifact enters, draw two cards, then discard a card.</div> <div>Max speed -- Spells you cast cost {1} less to cast.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                           |
| <div>Restless Anchorage</div> <div>Land</div> <div>This land enters tapped.</div> <div>{T}: Add {W} or {U}.</div> <div>{1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.</div> <div>Whenever this land attacks, create a Map token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Restless Anchorage</div> <div>Land</div> <div>This land enters tapped.</div> <div>{T}: Add {W} or {U}.</div> <div>{1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.</div> <div>Whenever this land attacks, create a Map token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                | <div>Ugin, Eye of the Storms 7</div> <div>Legendary Planeswalker -- Ugin</div> <div>When you cast this spell, exile up to one target permanent that's one or more colors.</div> <div>Whenever you cast a colorless spell, exile up to one target permanent that's one or more colors.</div> <div>[+2]: You gain 3 life and draw a card.</div> <div>[0]: Add {C}{C}{C}.</div> <div>[-11]: Search your library for any number of colorless nonland cards, exile them, then shuffle. Until end of turn, you may cast those cards without paying their mana costs.</div> <div>L 7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Ugin, Eye of the Storms 7</div> <div>Legendary Planeswalker -- Ugin</div> <div>When you cast this spell, exile up to one target permanent that's one or more colors.</div> <div>Whenever you cast a colorless spell, exile up to one target permanent that's one or more colors.</div> <div>[+2]: You gain 3 life and draw a card.</div> <div>[0]: Add {C}{C}{C}.</div> <div>[-11]: Search your library for any number of colorless nonland cards, exile them, then shuffle. Until end of turn, you may cast those cards without paying their mana costs.</div> <div>L 7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

Playtest cards - ChristopherLin - Standard (LCQ - Standard - SCG CON Hartford - Friday -

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



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| <div><div><div>Negate</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                | <div><div><div>Negate</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                               | <div><div><div>Obstinate Baloth</div><div><div>2</div><div>G</div><div>G</div></div></div><div><div>Creature -- Beast</div><div>When this creature enters, you gain 4 life.<br/>If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div><div>4/4</div></div></div> | <div><div><div>Obstinate Baloth</div><div><div>2</div><div>G</div><div>G</div></div></div><div><div>Creature -- Beast</div><div>When this creature enters, you gain 4 life.<br/>If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div><div>4/4</div></div></div> |
| <div><div><div>Obstinate Baloth</div><div><div>2</div><div>G</div><div>G</div></div></div><div><div>Creature -- Beast</div><div>When this creature enters, you gain 4 life.<br/>If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div><div>4/4</div></div></div> | <div><div><div>Temporary Lockdown</div><div><div>1</div><div>W</div><div>W</div></div></div><div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Temporary Lockdown</div><div><div>1</div><div>W</div><div>W</div></div></div><div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                  | <div><div><div>Temporary Lockdown</div><div><div>1</div><div>W</div><div>W</div></div></div><div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                  |

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| <div> <div> Temporary Lockdown 1WW </div> <div> Enchantment </div> <div> When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. </div> <div> [sideboard] </div> <div> <div>3/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> | <div> <div> Tishana's Tidebinder 2U </div> <div> Creature -- Merfolk Wizard </div> <div> Flash When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.) </div> <div> [sideboard] </div> <div> <div>3/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> | <div> <div> Tishana's Tidebinder 2U </div> <div> Creature -- Merfolk Wizard </div> <div> Flash When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.) </div> <div> [sideboard] </div> <div> <div>3/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> |
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