

Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eiganjo, Seat of the Empire Legendary Land {T}: Add {W}. Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Enduring Curiosity 2UU Enchantment Creature -- Cat Glimmer Flash Whenever a creature you control deals combat damage to a player, draw a card. When Enduring Curiosity dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Curiosity 2UU Enchantment Creature -- Cat Glimmer Flash Whenever a creature you control deals combat damage to a player, draw a card. When Enduring Curiosity dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Innocence 1WW Enchantment Creature -- Sheep Glimmer Lifelink Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Floodfarm Verge Land {T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Cortes, Arnaldo - Pioneer (Pioneer Decklist Submittal)

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

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.") 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.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hallowed Fountain Land -- Plains Island ({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hallowed Fountain Land -- Plains Island ({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Hengegate Pathway Land {T}: Add {W}. ----- BACK FACE ----- Mistgate Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hengegate Pathway Land {T}: Add {W}. ----- BACK FACE ----- Mistgate Pathway Land {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
Mausoleum Wanderer Ⓢ Creature -- Spirit Flying Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn. Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mausoleum Wanderer Ⓢ Creature -- Spirit Flying Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn. Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mausoleum Wanderer Ⓢ Creature -- Spirit Flying Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn. Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mausoleum Wanderer Ⓢ Creature -- Spirit Flying Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn. Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mutavault Token Land {T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mutavault Token Land {T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mutavault Token Land {T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	No More Lies Instant Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
No More Lies Instant Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	No More Lies Instant Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Otawara, Soaring City Legendary Land {T}: Add {U}. Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rattlechains 1 U Creature -- Spirit Flash Flying When this creature enters, target Spirit gains hexproof until end of turn. You may cast Spirit spells as though they had flash. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rattlechains 1 U Creature -- Spirit Flash Flying When this creature enters, target Spirit gains hexproof until end of turn. You may cast Spirit spells as though they had flash. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rattlechains 1 U Creature -- Spirit Flash Flying When this creature enters, target Spirit gains hexproof until end of turn. You may cast Spirit spells as though they had flash. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rattlechains 1 U Creature -- Spirit Flash Flying When this creature enters, target Spirit gains hexproof until end of turn. You may cast Spirit spells as though they had flash. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Shacklegeist 1 U Creature -- Spirit Flying This creature can block only creatures with flying. Tap two untapped Spirits you control: Tap target creature you don't control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shacklegeist 1 U Creature -- Spirit Flying This creature can block only creatures with flying. Tap two untapped Spirits you control: Tap target creature you don't control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheltered by Ghosts 1 W Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheltered by Ghosts 1 W Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Skyclave Apparition 1 W W Creature -- Kor Spirit When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skyclave Apparition 1 W W Creature -- Kor Spirit When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spectral Sailor U Creature -- Spirit Pirate Flash (You may cast this spell any time you could cast an instant.) Flying {3}{U}: Draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spectral Sailor U Creature -- Spirit Pirate Flash (You may cast this spell any time you could cast an instant.) Flying {3}{U}: Draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

Spectral Sailor U Creature -- Spirit Pirate Flash (You may cast this spell any time you could cast an instant.) Flying {3}{U}: Draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spectral Sailor U Creature -- Spirit Pirate Flash (You may cast this spell any time you could cast an instant.) Flying {3}{U}: Draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Queller 1WU Creature -- Spirit Flash Flying When this creature enters, exile target spell with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Queller 1WU Creature -- Spirit Flash Flying When this creature enters, exile target spell with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Spell Queller 1WU Creature -- Spirit Flash Flying When this creature enters, exile target spell with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Queller 1WU Creature -- Spirit Flash Flying When this creature enters, exile target spell with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Supreme Phantom 1U Creature -- Spirit Flying Other Spirits you control get +1/+1. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Supreme Phantom 1U Creature -- Spirit Flying Other Spirits you control get +1/+1. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Supreme Phantom 1 U Creature -- Spirit Flying Other Spirits you control get +1/+1. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Supreme Phantom 1 U Creature -- Spirit Flying Other Spirits you control get +1/+1. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Wandering Emperor 2 W W Legendary Planeswalker Flash As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant. [+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn. [-1]: Create a 2/2 white Samurai creature token with vigilance. [-2]: Exile target tapped creature. You gain 2 life. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Wandering Emperor 2 W W Legendary Planeswalker Flash As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant. [+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn. [-1]: Create a 2/2 white Samurai creature token with vigilance. [-2]: Exile target tapped creature. You gain 2 life. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Disdainful Stroke 1 U Instant Counter target spell with mana value 4 or greater. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disdainful Stroke 1 U Instant Counter target spell with mana value 4 or greater. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Enduring Innocence 1 W W Enchantment Creature -- Sheep Glimmer Lifelink Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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①

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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 CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.

When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/2

① W W

When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.

When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/2

① W W

Choose one --

- * Destroy all tapped creatures.
- * Destroy all untapped creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Split Up 1 W W Sorcery Choose one -- * Destroy all tapped creatures. * Destroy all untapped creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Three Steps Ahead U Instant Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Three Steps Ahead U Instant Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	