

Access Tunnel

Land

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{T}: Add {C}.
{3}, {T}: Target creature with power
3 or less can't be blocked this
turn.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Adherent's Heirloom ③

Artifact

When this artifact enters, seek a creature card of the most prevalent creature type in your library. {T}: Add one mana of any color. Spend this mana only to cast a creature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aegis Sculptor (3)(U)

Creature -- Bird Wizard

Flying
Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)
At the beginning of your upkeep, you may exile two cards from your graveyard. If you do, put a +1/+1 counter on this creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

A-Lantern Bearer (U)

Creature -- Spirit

Flying
Disturb {1}{U} (You may cast this card from your graveyard transformed for its disturb cost.)

1/1

- - - BACK FACE - - -

A-Lanterns' Lift

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1 and has flying.
If Lanterns' Lift would be put into a graveyard from anywhere, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Amonkhet Raceway

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.)

{T}: Add {C}.

Max speed -- {T}: Target creature gains haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arcane Signet (2)

Artifact

{T}: Add one mana of any color in your commander's color identity.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blur (2)(U)

Instant

Exile target creature you control,
then return that card to the
battlefield under its owner's
control.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chart a Course

Sorcerv

Draw two cards. Then discard a card unless you attacked this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cloudfin Raptor U Creature -- Bird Mutant Flying Evolve (Whenever a creature you control enters, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.) 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cloudkin Seer 2 U Creature -- Elemental Wizard Flying When this creature enters, draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Counterspell U U Instant Counter target spell. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cynette, Jelly Drover 3 U Legendary Creature -- Human Wizard When Cynette enters or dies, create a 1/1 blue Jellyfish creature token with flying. Creatures you control with flying get +1/+1. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Demolition Field Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deviant Skytech 2 U Enchantment Start your engines! When this enchantment enters, create two 1/1 colorless Thopter artifact creature tokens with flying. Max speed -- Sacrifice this enchantment: Create two 1/1 colorless Thopter artifact creature tokens with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dirgur Island Dragon 5 U Creature -- Dragon Flying Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) 4/4 ----- ADVENTURE ----- Skimming Strike 1 U Instant -- Omen Tap up to one target creature. Draw a card. (Then shuffle this card into its owner's library.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dissipate 1 U U 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 PLAY botbox.dev

Essence Capture

Instant

Counter target creature spell. Put a +1/+1 counter on up to one target creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faebloom Trick

Instant

Create two 1/1 blue Faerie creature tokens with flying. When you do, tap target creature an opponent controls.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Seer

Creature -- Faerie Wizard

Flying
When this creature enters, scry 2.
(Look at the top two cards of your
library, then put any number of them
on the bottom and the rest on top in
any order.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Favorable Winds

Enchantment

Creatures you control with flying get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Field of Ruin

Land

{T}: Add {C}.
{2}, {T}, Sacrifice this land:
Destroy target nonbasic land an
opponent controls. Each player
searches their library for a basic
land card, puts it onto the
battlefield, then shuffles.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glamer Gifter

Creature -- Faerie Wizard

Flash
Flying
When this creature enters, choose up to one other target creature. Until end of turn, that creature has base power and toughness 4/4 and gains all creature types.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glimmerbell

Creature -- Elemental Jellyfish

Flying
{1}{U}: Untap this creature.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Harrier Strix U Creature -- Bird Flying When this creature enters, tap target permanent. {2}{U}: Draw a card, then discard a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heraldic Banner 3 Artifact As this artifact enters, choose a color. Creatures you control of the chosen color get +1/+0. {T}: Add one mana of the chosen color. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hope-Ender Coatl 2 U Creature -- Eldrazi Snake Devoid (This card has no color.) Flash When you cast this spell, counter target spell an opponent controls unless they pay {1}. Flying 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Housemeld 2 U U Sorcery Exile target creature. The exiled card perpetually becomes an enchantment. At the beginning of your next end step, put it onto the battlefield under your control. (It loses all other card types.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hydroponics Architect U Creature -- Insect Flying Whenever this creature attacks, a random land card in your library perpetually becomes a basic Island in addition to its other types and gains "When this land enters, draw a card." 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hypnotic Sprite U U Creature -- Faerie Flying 2/1 ----- ADVENTURE ----- Mesmeric Glare 2 U Instant -- Adventure Counter target spell with mana value 3 or less. (Then exile this card. You may cast the creature later from exile.) 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Illusion Spinners 4 U Creature -- Faerie Wizard You may cast this spell as though it had flash if you control a Faerie. Flying This creature has hexproof as long as it's untapped. (It can't be the target of spells or abilities your opponents control.) 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Irenicus's Vile Duplication 3 U Sorcery Create a token that's a copy of target creature you control, except the token has flying and it isn't legendary. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - suNn00 - Brawl (Artisan Brawl Night #3)

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 4/13 - 8 cards - 2.5 x 3.5 in each

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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Kindred Denial (2)(U)(U) Instant Counter target spell. Seek a card with the same mana value as that spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Greaves (2) Artifact -- Equipment Equipped creature has haste and shroud. (It can't be the target of spells or abilities.) Equip {0} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lilypad Village Land {T}: Add {C}. {T}: Add {U}. Spend this mana only to cast a creature spell. {U}, {T}: Surveil 2. Activate only if a Bird, Frog, Otter, or Rat entered the battlefield under your control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lofty Denial (1)(U) Instant Counter target spell unless its controller pays {1}. If you control a creature with flying, counter that spell unless its controller pays {4} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lonely Sandbar Land This land enters tapped. {T}: Add {U}. Cycling {U} ({U}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lórien Revealed (3)(U)(U) Sorcery Draw three cards. Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mana Leak (1)(U) Instant Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Memory Guardian (4)(U) Artifact Creature -- Robot Artificer Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Miscalculation

① ②

Instant

Counter target spell unless its controller pays {2}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mischievous Mystic

① ②

Creature -- Human Wizard

Flying
Whenever you draw your second card each turn, create a 1/1 blue Faerie creature token with flying.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mulldrifter

④⑤

Creature -- Elemental

Flying
When this creature enters, draw two cards.
Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mystic Sanctuary

Land -- Island

([T]: Add {U}.)
This land enters tapped unless you control three or more other Islands. When this land enters untapped, you may put target instant or sorcery card from your graveyard on top of your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Negate

①②

Instant

Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ornithopter of Paradise ②

②

Artifact Creature -- Thopter

Flying
{T}: Add one mana of any color.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phantom Interference

U

Instant

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Spree (Choose one or more additional
costs.)
+ {3} -- Create a 2/2 white Spirit
creature token with flying.
+ {1} -- Counter target spell unless
its controller pays {2}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Planar Incision

①②

Instant

Exile target artifact or creature, then return it to the battlefield under its owner's control with a +1/+1 counter on it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plumecreed Escort

① ②

Creature -- Bird Scout

Flash
Flying
When this creature enters, target creature you control gains hexproof until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ponder

U

Sorcery

Look at the top three cards of your library, then put them back in any order. You may shuffle.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pool Resources

②③

Instant

Gift a tapped Fish
Draw two cards. If the gift was
promised, seek two nonland cards
instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Preordain

U

Sorcery

Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pteramander

U

Creature -- Salamander Drake

Flying
{7}{U}: Adapt 4. This ability costs {1} less to activate for each instant and sorcery card in your graveyard. (If this creature has no +1/+1 counters on it, put four +1/+1 counters on it.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Remand

① ②

Instant

Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard. Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Saw It Coming

① ② ③

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

Seat of the Synod

Artifact Land

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

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Silumgar Sorcerer 1 U U Creature -- Human Wizard Sorcerer Flash (You may cast this spell any time you could cast an instant.) Flying Exploit (When this creature enters, you may sacrifice a creature.) When this creature exploits a creature, counter target creature spell. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Silver Raven U Artifact Creature -- Bird Flying When this creature enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sink into Stupor 1 U U Instant Return target spell or nonland permanent an opponent controls to its owner's hand. ----- BACK FACE ----- Soporific Springs Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Siren Stormtamer U Creature -- Siren Pirate Wizard Flying {U}, Sacrifice this creature: Counter target spell or ability that targets you or a creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Snaremaster Sprite U Creature -- Faerie Wizard Flying When this creature enters, you may pay {2}. When you do, tap target creature an opponent controls and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Spyglass Siren U Creature -- Siren Pirate Flying When this creature enters, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stern Scolding U Instant Counter target creature spell with power or toughness 2 or less. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Stock Up 2 U Sorcery Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Teferi's Time Twist 1 U Instant Exile target permanent you control. Return that card to the battlefield under its owner's control at the beginning of the next end step. If it enters as a creature, it enters with an additional +1/+1 counter on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Teo, Spirited Glider 3 U Legendary Creature -- Human Pilot Ally Flying Whenever one or more creatures you control with flying attack, draw a card, then discard a card. When you discard a nonland card this way, put a +1/+1 counter on target creature you control. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Modern Age 1 U Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I, II -- Draw a card, then discard a card. III -- Exile this Saga, then return it to the battlefield transformed under your control. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Thieving Aven 2 U Creature -- Bird Rogue Flying Whenever Thieving Aven deals combat damage to a player, heist target opponent's library. Whenever you cast a spell you don't own, put a +1/+1 counter on Thieving Aven. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thirst for Discovery 2 U Instant Draw three cards. Then discard two cards unless you discard a basic land card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Umara Wizard 4 U Creature -- Merfolk Wizard Whenever you cast an instant, sorcery, or Wizard spell, this creature gains flying until end of turn. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unable to Scream U Enchantment -- Aura Enchant creature Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types. As long as enchanted creature is face down, it can't be turned face up. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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