

Blade Splicer ②①W Creature -- Phyrexian Human Artificer When this creature enters, create a 3/3 colorless Phyrexian Golem artifact creature token. Golems you control have first strike. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blade Splicer ②①W Creature -- Phyrexian Human Artificer When this creature enters, create a 3/3 colorless Phyrexian Golem artifact creature token. Golems you control have first strike. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Calciform Pools Land {T}: Add {C}. {1}, {T}: Put a storage counter on this land. {1}, Remove X storage counters from this land: Add X mana in any combination of {W} and/or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Celestial Colonnade Land This land enters tapped. {T}: Add {W} or {U}. {3}{W}{U}: Until end of turn, this land becomes a 4/4 white and blue Elemental creature with flying and vigilance. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Celestial Colonnade Land This land enters tapped. {T}: Add {W} or {U}. {3}{W}{U}: Until end of turn, this land becomes a 4/4 white and blue Elemental creature with flying and vigilance. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Celestial Colonnade Land This land enters tapped. {T}: Add {W} or {U}. {3}{W}{U}: Until end of turn, this land becomes a 4/4 white and blue Elemental creature with flying and vigilance. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Celestial Colonnade Land This land enters tapped. {T}: Add {W} or {U}. {3}{W}{U}: Until end of turn, this land becomes a 4/4 white and blue Elemental creature with flying and vigilance. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cryptic Command ①UUU Instant Choose two -- * Counter target spell. * Return target permanent to its owner's hand. * Tap all creatures your opponents control. * Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cryptic Command 1 U U U Instant Choose two -- * Counter target spell. * Return target permanent to its owner's hand. * Tap all creatures your opponents control. * Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cryptic Command 1 U U U Instant Choose two -- * Counter target spell. * Return target permanent to its owner's hand. * Tap all creatures your opponents control. * Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Detention Sphere 1 W U Enchantment When this enchantment enters, you may exile target nonland permanent not named Detention Sphere and all other permanents with the same name as that permanent. When this enchantment leaves the battlefield, return the exiled cards to the battlefield under their owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ghostway 2 W Instant Exile each creature you control. Return those cards to the battlefield under their owner's control at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

2 W

Exile each creature you control.
Return those cards to the
battlefield under their owner's
control at the beginning of the next
end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 W W

[+2]: During target opponent's next turn, creatures that player controls attack Gideon Jura if able.

[-2]: Destroy target tapped creature.

[0]: Until end of turn, Gideon Jura becomes a 6/6 Human Soldier creature that's still a planeswalker. Prevent all damage that would be dealt to him this turn.

L 6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped unless you control a Plains or an Island.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped unless you control a Plains or an Island.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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.

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	Kitchen Finks16W6W Creature -- Ouphe When this creature enters, you gain 2 life. Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Kitchen Finks16W6W Creature -- Ouphe When this creature enters, you gain 2 life. Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kitchen Finks16W6W Creature -- Ouphe When this creature enters, you gain 2 life. Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kitchen Finks16W6W Creature -- Ouphe When this creature enters, you gain 2 life. Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Leak1U Instant Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mana Leak 1 U Instant Counter target spell unless its controller pays {3}. 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	Mystic Gate Land {T}: Add {C}. {W/U}, {T}: Add {W}{W}, {W}{U}, or {U}{U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Path to Exile W Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Path to Exile W Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Path to Exile W Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Path to Exile W Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.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 bothox.dev

Remand

①②

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 bothox.dev

Restoration Angel

③④

Creature -- Angel

Flash
Flying
When this creature enters, you may exile target non-Angel creature you control, then return that card to the battlefield under your control.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Restoration Angel

③ ④

Creature -- Angel

Flash
Flying
When this creature enters, you may exile target non-Angel creature you control, then return that card to the battlefield under your control.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

Snapcaster Mage

①②

Creature -- Human Wizard

Flash
When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snapcaster Mage

①②

Creature -- Human Wizard

Flash
When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Snare Instant Counter target spell with mana value 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Snare Instant Counter target spell with mana value 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Snare Instant Counter target spell with mana value 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Supreme Verdict Sorcery This spell can't be countered. Destroy all creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Tectonic Edge Land {T}: Add {C}. {1}, {T}, Sacrifice this land: Destroy target nonbasic land. Activate only if an opponent controls four or more lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tectonic Edge Land {T}: Add {C}. {1}, {T}, Sacrifice this land: Destroy target nonbasic land. Activate only if an opponent controls four or more lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tectonic Edge Land {T}: Add {C}. {1}, {T}, Sacrifice this land: Destroy target nonbasic land. Activate only if an opponent controls four or more lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tectonic Edge Land {T}: Add {C}. {1}, {T}, Sacrifice this land: Destroy target nonbasic land. Activate only if an opponent controls four or more lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wall of Omens 1 W Creature -- Wall Defender When this creature enters, draw a card. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wall of Omens 1 W Creature -- Wall Defender When this creature enters, draw a card. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wall of Omens 1 W Creature -- Wall Defender When this creature enters, draw a card. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wall of Omens 1 W Creature -- Wall Defender When this creature enters, draw a card. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Aven Mindcensor 2 W Creature -- Bird Wizard Flash Flying If an opponent would search a library, that player searches the top four cards of that library instead. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aven Mindcensor 2 W Creature -- Bird Wizard Flash Flying If an opponent would search a library, that player searches the top four cards of that library instead. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Celestial Purge 1 W Instant Exile target black or red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dispel U Instant Counter target instant spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Glen Elendra Archmage (3)(U) Creature -- Faerie Wizard Flying {U}, Sacrifice this creature: Counter target noncreature spell. Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grafdigger's Cage (1) Artifact Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grafdigger's Cage (1) Artifact Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kataki, War's Wage (1)(W) Legendary Creature -- Spirit All artifacts have "At the beginning of your upkeep, sacrifice this artifact unless you pay {1}." [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Kataki, War's Wage (1)(W) Legendary Creature -- Spirit All artifacts have "At the beginning of your upkeep, sacrifice this artifact unless you pay {1}." [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate (1)(U) Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate (1)(U) Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Supreme Verdict (1)(W)(W)(U) Sorcery This spell can't be countered. Destroy all creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Supreme Verdict 1 W W U Sorcery This spell can't be countered. Destroy all creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Threads of Disloyalty 1 U U Enchantment -- Aura Enchant creature with mana value 2 or less You control enchanted creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Threads of Disloyalty 1 U U Enchantment -- Aura Enchant creature with mana value 2 or less You control enchanted creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
--	---	---	--