

Aang's Iceberg 2 W Enchantment Flash When this enchantment enters, exile up to one other target nonland permanent until this enchantment leaves the battlefield. Waterbend {3}: Sacrifice this enchantment. If you do, scry 2. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.) 2/3 ----- BACK FACE ----- Aang and La, Ocean's Fury Legendary Creature -- Avatar Spirit Ally Reach, trample Whenever Aang and La attack, put a +1/+1 counter on each tapped creature you control. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aang, Swift Savior 1 W U Legendary Creature -- Human Avatar Ally Flash Flying When Aang enters, airbend up to one other target creature or spell. (Exile it. While it's exiled, its owner may cast it for {2} rather than its mana cost.) Waterbend {8}: Transform Aang. 2/3 ----- BACK FACE ----- Aang and La, Ocean's Fury Legendary Creature -- Avatar Spirit Ally Reach, trample Whenever Aang and La attack, put a +1/+1 counter on each tapped creature you control. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aang, Swift Savior 1 W U Legendary Creature -- Human Avatar Ally Flash Flying When Aang enters, airbend up to one other target creature or spell. (Exile it. While it's exiled, its owner may cast it for {2} rather than its mana cost.) Waterbend {8}: Transform Aang. 2/3 ----- BACK FACE ----- Aang and La, Ocean's Fury Legendary Creature -- Avatar Spirit Ally Reach, trample Whenever Aang and La attack, put a +1/+1 counter on each tapped creature you control. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cori Mountain Monastery Land This land enters tapped unless you control a Plains or an Island. {T}: Add {R}. {3}{R}, {T}: Exile the top card of your library. Until the end of your next turn, you may play that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Day of Judgment 2 W W Sorcery Destroy all creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Day of Judgment 2 W W Sorcery Destroy all creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Essence Scatter 1 U Instant Counter target creature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	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	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	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
Get Lost Instant 1 W 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 Instant 1 W 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 Instant 1 W 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	Gwen Stacy Legendary Creature -- Human Performer Hero 1 R When Gwen Stacy enters, exile the top card of your library. You may play that card for as long as you control this creature. {2}{U}{R}{W}: Transform Gwen Stacy. Activate only as a sorcery. 2/1 --- BACK FACE --- Ghost-Spider Legendary Creature -- Spider Human Hero 2 U R W Flying, vigilance, haste Whenever you play a land from exile or cast a spell from exile, put a +1/+1 counter on Ghost-Spider. Remove two counters from Ghost-Spider: Exile the top card of your library. You may play that card this turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meticulous Archive Land -- Plains Island ([T]): Add [W] or [U].) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Multiversal Passage Land As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Multiversal Passage Land As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev
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Restless Anchorage Land This land enters tapped. {T}: Add {W} or {U}. {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. Whenever this land attacks, create a Map token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Restless Anchorage Land This land enters tapped. {T}: Add {W} or {U}. {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. Whenever this land attacks, create a Map token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sacred Foundry Land -- Mountain Plains {T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sacred Foundry Land -- Mountain Plains {T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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 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 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 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 PLAYbotbox.dev

Sunbillow Verge Land {T}: Add {W}. {T}: Add {R}. Activate only if you control a Mountain or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunbillow Verge Land {T}: Add {W}. {T}: Add {R}. Activate only if you control a Mountain or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunbillow Verge Land {T}: Add {W}. {T}: Add {R}. Activate only if you control a Mountain or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Legend of Kuruk Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I, II -- Scry 2, then draw a card. III -- Exile this Saga, then return it to the battlefield transformed under your control. ---- BACK FACE Avatar Kuruk Legendary Creature -- Avatar Whenever you cast a spell, create a 1/1 colorless Spirit creature token with "This token can't block or be blocked by non-Spirit creatures." Exhaust -- Waterbend {20}: Take an extra turn after this one. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}. Activate each exhaust ability only once.) 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Aang's Iceberg 2W Enchantment Flash When this enchantment enters, exile up to one other target nonland permanent until this enchantment leaves the battlefield. Waterbend {3}: Sacrifice this enchantment. If you do, scry 2. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aang's Iceberg 2W Enchantment Flash When this enchantment enters, exile up to one other target nonland permanent until this enchantment leaves the battlefield. Waterbend {3}: Sacrifice this enchantment. If you do, scry 2. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.) [sideboard] 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.) [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Essence Scatter 1U Instant Counter target creature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Holloway, Jennifer-Rose - Standard (World Championship 31 in Bellevue USA

sheet 8/10 - 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.

① ②

Counter target noncreature spell.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Counter target noncreature spell.

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Pyroclasm deals 2 damage to each creature.

[sideboard]

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①R

Pyroclasm deals 2 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

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.)

[sidebar]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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.)

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[sideboard]
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3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Voice of Victory (1)(W) Creature -- Human Bard Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of Victory (1)(W) Creature -- Human Bard Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of Victory (1)(W) Creature -- Human Bard Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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