

Authority of the Consuls (W) Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Authority of the Consuls (W) Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Beza, the Bounding Spring (2)(W)(W) Legendary Creature -- Elemental Elk When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Beza, the Bounding Spring (2)(W)(W) Legendary Creature -- Elemental Elk When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Builder's Talent (1)(W) Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, create a 0/4 white Wall creature token with defender. {W}: Level 2 Whenever one or more noncreature, nonland permanents you control enter, put a +1/+1 counter on target creature you control. {4}{W}: Level 3 When this Class becomes level 3, return target noncreature, nonland permanent card from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Caretaker's Talent (2)(W) Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn. {W}: Level 2 When this Class becomes level 2, create a token that's a copy of target token you control. {3}{W}: Level 3 Creature tokens you control get +2/+2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Caretaker's Talent (2)(W) Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn. {W}: Level 2 When this Class becomes level 2, create a token that's a copy of target token you control. {3}{W}: Level 3 Creature tokens you control get +2/+2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Caretaker's Talent (2)(W) Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn. {W}: Level 2 When this Class becomes level 2, create a token that's a copy of target token you control. {3}{W}: Level 3 Creature tokens you control get +2/+2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Castle Ardenvale Land This land enters tapped unless you control a Plains. {T}: Add {W}. {2}{W}{W}, {T}: Create a 1/1 white Human creature token. 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	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 PLAYbotbox.dev

Elsbeth, Storm Slayer 3WW Legendary Planeswalker -- Elspeth If one or more tokens would be created under your control, twice that many of those tokens are created instead. [+1]: Create a 1/1 white Soldier creature token. [0]: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn. [-3]: Destroy target creature an opponent controls with mana value 3 or greater. L5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elsbeth, Storm Slayer 3WW Legendary Planeswalker -- Elspeth If one or more tokens would be created under your control, twice that many of those tokens are created instead. [+1]: Create a 1/1 white Soldier creature token. [0]: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn. [-3]: Destroy target creature an opponent controls with mana value 3 or greater. L5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elsbeth, Storm Slayer 3WW Legendary Planeswalker -- Elspeth If one or more tokens would be created under your control, twice that many of those tokens are created instead. [+1]: Create a 1/1 white Soldier creature token. [0]: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn. [-3]: Destroy target creature an opponent controls with mana value 3 or greater. L5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev
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Fountainport Land {T}: Add {C}. {2}, {T}, Sacrifice a token: Draw a card. {3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token. {4}, {T}: Create a Treasure token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Get Lost 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 PLAYbotbox.dev	Get Lost 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 PLAYbotbox.dev	Nykthos, Shrine to Nyx Legendary Land {T}: Add {C}. {2}, {T}: Choose a color. Add an amount of mana of that color equal to your devotion to that color. (Your devotion to a color is the number of mana symbols of that color in the mana costs of permanents you control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Nykthos, Shrine to Nyx

Legendary Land

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① W

Enchantment - - Aura

Enchant basic land you control
When this Aura enters, exile target
creature or planeswalker an opponent
controls until this Aura leaves the
battlefield.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

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

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Basic Land -- Plains

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Playtest cards - OHTA, K - Pioneer (Holiday Night Magic)

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 5/12 - 8 cards - 2.5 x 3.5 in each

Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace1W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Runed HaloWW Enchantment As this enchantment enters, choose a card name. You have protection from the chosen card name. (You can't be targeted, dealt damage, or enchanted by anything with that name.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seal from Existence1WW Enchantment Ward {3} (Whenever this enchantment becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Seal from Existence1WW Enchantment Ward {3} (Whenever this enchantment becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seam RipW Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seam RipW Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seam RipW Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Seam Rip Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev W	Sunken Citadel Land -- Cave This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color. {T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunken Citadel Land -- Cave This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color. {T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunken Citadel Land -- Cave This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color. {T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
The Birth of Meletis Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Search your library for a basic Plains card, reveal it, put it into your hand, then shuffle. II -- Create a 0/4 colorless Wall artifact creature token with defender. III -- You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev 1W	The Birth of Meletis Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Search your library for a basic Plains card, reveal it, put it into your hand, then shuffle. II -- Create a 0/4 colorless Wall artifact creature token with defender. III -- You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev 1W	The Birth of Meletis Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Search your library for a basic Plains card, reveal it, put it into your hand, then shuffle. II -- Create a 0/4 colorless Wall artifact creature token with defender. III -- You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev 1W	The Restoration of Eiganjo Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Search your library for a basic Plains card, reveal it, put it into your hand, then shuffle. II -- You may discard a card. When you do, return target permanent card with mana value 2 or less from your graveyard to the battlefield tapped. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- -- -- BACK FACE -- -- Architect of Restoration Enchantment Creature -- Fox Monk Vigilance Whenever this creature attacks or blocks, create a 1/1 colorless Spirit creature token. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

The Restoration of Eiganjo (2)(W)

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter.)
I -- Search your library for a basic Plains card, reveal it, put it into your hand, then shuffle.
II -- You may discard a card. When you do, return target permanent card with mana value 2 or less from your graveyard to the battlefield tapped.
III -- Exile this Saga, then return it to the battlefield transformed under your control.

----- BACK FACE -----

Architect of Restoration

Enchantment Creature -- Fox Monk

Vigilance
Whenever this creature attacks or blocks, create a 1/1 colorless Spirit creature token.

3/4

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

United Battlefront (3)(W)

Sorcery

Look at the top seven cards of your library. Put up to two noncreature, nonland permanent cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.

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Wedding Announcement (2)(W)

Enchantment

At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it.

----- BACK FACE -----

Wedding Festivity

Enchantment

Creatures you control get +1/+1.

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Wedding Announcement (2)(W)

Enchantment

At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it.

----- BACK FACE -----

Wedding Festivity

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Creatures you control get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Yorion, Sky Nomad 3 W/U W/U Legendary Creature -- Bird Serpent Companion -- Your starting deck contains at least twenty cards more than the minimum deck size. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) Flying When Yorion enters, exile any number of other nonland permanents you own and control. Return those cards to the battlefield at the beginning of the next end step. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Day of Judgment 2 W W Sorcery Destroy all creatures. [sideboard] 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.) [sideboard] 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.) [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	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	High Noon 1 W Enchantment Each player can't cast more than one spell each turn. {4}{R}, Sacrifice this enchantment: It deals 5 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

High Noon Enchantment Each player can't cast more than one spell each turn. {4}{R}, Sacrifice this enchantment: It deals 5 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	High Noon Enchantment Each player can't cast more than one spell each turn. {4}{R}, Sacrifice this enchantment: It deals 5 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Voice of Victory 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 PLAYbotbox.dev	Voice of Victory 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 PLAYbotbox.dev	Voice of Victory 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 PLAYbotbox.dev	