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| <div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>({T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                          | <div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>({T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                          | <div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>({T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                          | <div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>({T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                          |
| <div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Consult the Star Charts 1U</div><div>Instant</div><div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/>Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Consult the Star Charts 1U</div><div>Instant</div><div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/>Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Consult the Star Charts 1U</div><div>Instant</div><div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/>Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Consult the Star Charts 1U</div><div>Instant</div><div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/>Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Dispelling Exhale 1U</div><div>Instant</div><div>As an additional cost to cast this spell, you may behold a Dragon. (You may choose a Dragon you control or reveal a Dragon card from your hand.)<br/>Counter target spell unless its controller pays {2}. If a Dragon was beheld, counter that spell unless its controller pays {4} instead.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                          | <div><div><div>Dispelling Exhale 1U</div><div>Instant</div><div>As an additional cost to cast this spell, you may behold a Dragon. (You may choose a Dragon you control or reveal a Dragon card from your hand.)<br/>Counter target spell unless its controller pays {2}. If a Dragon was beheld, counter that spell unless its controller pays {4} instead.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                          | <div><div><div>Dispelling Exhale 1U</div><div>Instant</div><div>As an additional cost to cast this spell, you may behold a Dragon. (You may choose a Dragon you control or reveal a Dragon card from your hand.)<br/>Counter target spell unless its controller pays {2}. If a Dragon was beheld, counter that spell unless its controller pays {4} instead.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                          | <div><div><div>Dispelling Exhale 1U</div><div>Instant</div><div>As an additional cost to cast this spell, you may behold a Dragon. (You may choose a Dragon you control or reveal a Dragon card from your hand.)<br/>Counter target spell unless its controller pays {2}. If a Dragon was beheld, counter that spell unless its controller pays {4} instead.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                          |

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| <div>Evendo, Waking Haven</div> <div>Land -- Planet</div> <div>This land enters tapped.<br/>{T}: Add {G}.<br/>Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.)<br/>12+   {G}, {T}: Add {G} for each creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Evendo, Waking Haven</div> <div>Land -- Planet</div> <div>This land enters tapped.<br/>{T}: Add {G}.<br/>Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.)<br/>12+   {G}, {T}: Add {G} for each creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Evendo, Waking Haven</div> <div>Land -- Planet</div> <div>This land enters tapped.<br/>{T}: Add {G}.<br/>Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.)<br/>12+   {G}, {T}: Add {G} for each creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Evendo, Waking Haven</div> <div>Land -- Planet</div> <div>This land enters tapped.<br/>{T}: Add {G}.<br/>Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.)<br/>12+   {G}, {T}: Add {G} for each creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Island</div> <div>Basic Land -- Island</div> <div>( {T}: Add {U}. )</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                               | <div>Island</div> <div>Basic Land -- Island</div> <div>( {T}: Add {U}. )</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                               | <div>Island</div> <div>Basic Land -- Island</div> <div>( {T}: Add {U}. )</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                               | <div>Island</div> <div>Basic Land -- Island</div> <div>( {T}: Add {U}. )</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                               |

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| <p><b>Kona, Rescue Beastie</b> (3)(G)</p> <p>Legendary Creature -- Beast Survivor</p> <p>Survival -- At the beginning of your second main phase, if Kona is tapped, you may put a permanent card from your hand onto the battlefield.</p> <p>4/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                       | <p><b>Kona, Rescue Beastie</b> (3)(G)</p> <p>Legendary Creature -- Beast Survivor</p> <p>Survival -- At the beginning of your second main phase, if Kona is tapped, you may put a permanent card from your hand onto the battlefield.</p> <p>4/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                       | <p><b>Kona, Rescue Beastie</b> (3)(G)</p> <p>Legendary Creature -- Beast Survivor</p> <p>Survival -- At the beginning of your second main phase, if Kona is tapped, you may put a permanent card from your hand onto the battlefield.</p> <p>4/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                       | <p><b>Kona, Rescue Beastie</b> (3)(G)</p> <p>Legendary Creature -- Beast Survivor</p> <p>Survival -- At the beginning of your second main phase, if Kona is tapped, you may put a permanent card from your hand onto the battlefield.</p> <p>4/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                       |
| <p><b>Lost in the Maze</b> (X)(U)(U)</p> <p>Enchantment</p> <p>Flash</p> <p>When this enchantment enters, tap X target creatures. Put a stun counter on each of those creatures you don't control. (If a permanent with a stun counter would become untapped, remove one from it instead.) Tapped creatures you control have hexproof.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Lost in the Maze</b> (X)(U)(U)</p> <p>Enchantment</p> <p>Flash</p> <p>When this enchantment enters, tap X target creatures. Put a stun counter on each of those creatures you don't control. (If a permanent with a stun counter would become untapped, remove one from it instead.) Tapped creatures you control have hexproof.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Lost in the Maze</b> (X)(U)(U)</p> <p>Enchantment</p> <p>Flash</p> <p>When this enchantment enters, tap X target creatures. Put a stun counter on each of those creatures you don't control. (If a permanent with a stun counter would become untapped, remove one from it instead.) Tapped creatures you control have hexproof.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Lost in the Maze</b> (X)(U)(U)</p> <p>Enchantment</p> <p>Flash</p> <p>When this enchantment enters, tap X target creatures. Put a stun counter on each of those creatures you don't control. (If a permanent with a stun counter would become untapped, remove one from it instead.) Tapped creatures you control have hexproof.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

Playtest cards - ?, ?? - Standard (??? ?????? ???)

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 4/10 - 8 cards - 2.5 x 3.5 in each

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| <div>Marang River Regent // Coil and Catch // Marang</div> <div>(card data unavailable)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                               | <div>Marang River Regent // Coil and Catch // Marang</div> <div>(card data unavailable)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                               | <div>Marang River Regent // Coil and Catch // Marang</div> <div>(card data unavailable)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                               | <div>Marang River Regent // Coil and Catch // Marang</div> <div>(card data unavailable)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                               |
| <div>Omniscience<div>7UUU</div></div> <div>Enchantment</div> <div>You may cast spells from your hand without paying their mana costs.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Omniscience<div>7UUU</div></div> <div>Enchantment</div> <div>You may cast spells from your hand without paying their mana costs.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Omniscience<div>7UUU</div></div> <div>Enchantment</div> <div>You may cast spells from your hand without paying their mana costs.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Omniscience<div>7UUU</div></div> <div>Enchantment</div> <div>You may cast spells from your hand without paying their mana costs.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |



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| <div><div>Unauthorized Exit</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Return target nonland permanent to its owner's hand. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                       | <div><div>Unauthorized Exit</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Return target nonland permanent to its owner's hand. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                       | <div><div>Unauthorized Exit</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Return target nonland permanent to its owner's hand. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                       | <div><div>Unauthorized Exit</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Return target nonland permanent to its owner's hand. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                       |
| <div><div>Uthros, Titanic Godcore</div><div>Land -- Planet</div></div> <div><div>This land enters tapped.<br/>{T}: Add {U}.<br/>Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.)<br/>12+   {U}, {T}: Add {U} for each artifact you control.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Uthros, Titanic Godcore</div><div>Land -- Planet</div></div> <div><div>This land enters tapped.<br/>{T}: Add {U}.<br/>Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.)<br/>12+   {U}, {T}: Add {U} for each artifact you control.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Uthros, Titanic Godcore</div><div>Land -- Planet</div></div> <div><div>This land enters tapped.<br/>{T}: Add {U}.<br/>Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.)<br/>12+   {U}, {T}: Add {U} for each artifact you control.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Uthros, Titanic Godcore</div><div>Land -- Planet</div></div> <div><div>This land enters tapped.<br/>{T}: Add {U}.<br/>Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.)<br/>12+   {U}, {T}: Add {U} for each artifact you control.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div><div>Willowrush Verge</div><div>Land</div><div><div><div>{T}: Add {U}.</div><div>{T}: Add {G}. Activate only if you control a Forest or an Island.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                             | <div><div><div>Willowrush Verge</div><div>Land</div><div><div><div>{T}: Add {U}.</div><div>{T}: Add {G}. Activate only if you control a Forest or an Island.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                             | <div><div><div>Willowrush Verge</div><div>Land</div><div><div><div>{T}: Add {U}.</div><div>{T}: Add {G}. Activate only if you control a Forest or an Island.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                      | <div><div><div>Willowrush Verge</div><div>Land</div><div><div><div>{T}: Add {U}.</div><div>{T}: Add {G}. Activate only if you control a Forest or an Island.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                      |
| <div><div><div>Dreamdew Entrancer</div><div>26U</div><div>Creature -- Frog Wizard</div><div>Reach</div><div>When this creature enters, tap up to one target creature and put three stun counters on it. If you control that creature, draw two cards.</div><div>[sideboard]</div><div><div>3/4</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Dreamdew Entrancer</div><div>26U</div><div>Creature -- Frog Wizard</div><div>Reach</div><div>When this creature enters, tap up to one target creature and put three stun counters on it. If you control that creature, draw two cards.</div><div>[sideboard]</div><div><div>3/4</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Heritage Reclamation</div><div>16</div><div>Instant</div><div>Choose one --</div><div>* Destroy target artifact.</div><div>* Destroy target enchantment.</div><div>* Exile up to one target card from a graveyard. Draw a card.</div><div>[sideboard]</div><div><div>3/4</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Heritage Reclamation</div><div>16</div><div>Instant</div><div>Choose one --</div><div>* Destroy target artifact.</div><div>* Destroy target enchantment.</div><div>* Exile up to one target card from a graveyard. Draw a card.</div><div>[sideboard]</div><div><div>3/4</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <b>Heritage Reclamation</b> ①⑥<br>Instant<br>Choose one --<br>* Destroy target artifact.<br>* Destroy target enchantment.<br>* Exile up to one target card from a graveyard. Draw a card.<br><br>[sideboard]                                                                           | <b>Spider-Sense</b> ①④<br>Instant<br>Web-slinging {U} (You may cast this spell for {U} if you also return a tapped creature you control to its owner's hand.)<br>Counter target instant spell, sorcery spell, or triggered ability.<br><br>[sideboard]                                 | <b>Spider-Sense</b> ①④<br>Instant<br>Web-slinging {U} (You may cast this spell for {U} if you also return a tapped creature you control to its owner's hand.)<br>Counter target instant spell, sorcery spell, or triggered ability.<br><br>[sideboard]                                 | <b>Spider-Sense</b> ①④<br>Instant<br>Web-slinging {U} (You may cast this spell for {U} if you also return a tapped creature you control to its owner's hand.)<br>Counter target instant spell, sorcery spell, or triggered ability.<br><br>[sideboard]                                                        |
| <b>Surrak, Elusive Hunter</b> ②⑥<br>Legendary Creature -- Human Warrior<br>This spell can't be countered.<br>Trample<br>Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.<br><br>[sideboard] | <b>Surrak, Elusive Hunter</b> ②⑥<br>Legendary Creature -- Human Warrior<br>This spell can't be countered.<br>Trample<br>Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.<br><br>[sideboard] | <b>Surrak, Elusive Hunter</b> ②⑥<br>Legendary Creature -- Human Warrior<br>This spell can't be countered.<br>Trample<br>Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.<br><br>[sideboard] | <b>Unable to Scream</b> ④<br>Enchantment -- Aura<br>Enchant creature<br>Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.<br>As long as enchanted creature is face down, it can't be turned face up.<br><br>[sideboard] |
| <div>4/3</div>                                                                                                                                                                                                                                                                         | <div>4/3</div>                                                                                                                                                                                                                                                                         | <div>4/3</div>                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                                               |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                     | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                     | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                     | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                            |

Playtest cards - ?, ?? - Standard (??? ?????? ???)

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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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.

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U

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