

Brokers Hideout Land When this land enters, sacrifice it. When you do, search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle and you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brokers Hideout Land When this land enters, sacrifice it. When you do, search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle and you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brokers Hideout Land When this land enters, sacrifice it. When you do, search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle and you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brokers Hideout Land When this land enters, sacrifice it. When you do, search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle and you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Buried in the Garden 2GW Enchantment -- Aura Enchant land When this Aura enters, exile target nonland permanent you don't control until this Aura leaves the battlefield. Whenever enchanted land is tapped for mana, its controller adds an additional one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Buried in the Garden 2GW Enchantment -- Aura Enchant land When this Aura enters, exile target nonland permanent you don't control until this Aura leaves the battlefield. Whenever enchanted land is tapped for mana, its controller adds an additional one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Buried in the Garden 2GW Enchantment -- Aura Enchant land When this Aura enters, exile target nonland permanent you don't control until this Aura leaves the battlefield. Whenever enchanted land is tapped for mana, its controller adds an additional one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chaplain of AlmsW Creature -- Human Cleric First strike Ward {1} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.) Disturb {3}{W} (You may cast this card from your graveyard transformed for its disturb cost.) 1/1 --- BACK FACE --- Chapel Shieldgeist Creature -- Spirit Cleric Flying, first strike Each creature you control has ward {1}. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.) If Chapel Shieldgeist would be put into a graveyard from anywhere, exile it instead. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Chaplain of Alms W Creature -- Human Cleric First strike Ward {1} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.) Disturb {3}{W} (You may cast this card from your graveyard transformed for its disturb cost.) 1/1 ----- BACK FACE ----- Chapel Shieldgeist Creature -- Spirit Cleric Flying, first strike Each creature you control has ward {1}. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.) If Chapel Shieldgeist would be put into a graveyard from anywhere, exile it instead. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chaplain of Alms W Creature -- Human Cleric First strike Ward {1} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.) Disturb {3}{W} (You may cast this card from your graveyard transformed for its disturb cost.) 1/1 ----- BACK FACE ----- Chapel Shieldgeist Creature -- Spirit Cleric Flying, first strike Each creature you control has ward {1}. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.) If Chapel Shieldgeist would be put into a graveyard from anywhere, exile it instead. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chaplain of Alms W Creature -- Human Cleric First strike Ward {1} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.) Disturb {3}{W} (You may cast this card from your graveyard transformed for its disturb cost.) 1/1 ----- BACK FACE ----- Chapel Shieldgeist Creature -- Spirit Cleric Flying, first strike Each creature you control has ward {1}. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.) If Chapel Shieldgeist would be put into a graveyard from anywhere, exile it instead. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Destiny Spinner 1 6 Enchantment Creature -- Human Creature and enchantment spells you control can't be countered. {3}{6}: Target land you control becomes an X/X Elemental creature with trample and haste until end of turn, where X is the number of enchantments you control. It's still a land. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Destiny Spinner 1 6 Enchantment Creature -- Human Creature and enchantment spells you control can't be countered. {3}{6}: Target land you control becomes an X/X Elemental creature with trample and haste until end of turn, where X is the number of enchantments you control. It's still a land. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ethereal Armor W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ethereal Armor W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ethereal Armor W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ethereal Armor Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Jukai Naturalist G W Enchantment Creature -- Human Monk Lifelink Enchantment spells you cast cost {1} less to cast. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jukai Naturalist G W Enchantment Creature -- Human Monk Lifelink Enchantment spells you cast cost {1} less to cast. 2/2 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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Reprieve Instant Return target spell to its owner's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reprieve Instant Return target spell to its owner's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Royal Treatment Instant Target creature you control gains hexproof until end of turn. Create a Royal Role token attached to that creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has ward {1}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Royal Treatment Instant Target creature you control gains hexproof until end of turn. Create a Royal Role token attached to that creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has ward {1}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Season of Growth ①⑥ Enchantment Whenever a creature you control enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) Whenever you cast a spell that targets a creature you control, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Season of Growth ①⑥ Enchantment Whenever a creature you control enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) Whenever you cast a spell that targets a creature you control, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Season of Growth ①⑥ Enchantment Whenever a creature you control enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) Whenever you cast a spell that targets a creature you control, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Season of Growth ①⑥ Enchantment Whenever a creature you control enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) Whenever you cast a spell that targets a creature you control, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Shardmage's Rescue Ⓢ Enchantment -- Aura Flash Enchant creature you control As long as this Aura entered this turn, enchanted creature has hexproof. Enchanted creature gets +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shardmage's Rescue Ⓢ Enchantment -- Aura Flash Enchant creature you control As long as this Aura entered this turn, enchanted creature has hexproof. Enchanted creature gets +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shardmage's Rescue Ⓢ Enchantment -- Aura Flash Enchant creature you control As long as this Aura entered this turn, enchanted creature has hexproof. Enchanted creature gets +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sheltered by Ghosts ①Ⓢ Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sheltered by Ghosts 1 W Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheltered by Ghosts 1 W Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheltered by Ghosts 1 W Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spirited Companion 1 W Enchantment Creature -- Dog When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Spirited Companion 1 W Enchantment Creature -- Dog When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spirited Companion 1 W Enchantment Creature -- Dog When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spirited Companion 1 W Enchantment Creature -- Dog When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Strength of the Harvest 2 6/W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each creature and/or enchantment you control. BACK FACE Haven of the Harvest Land This land enters tapped. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Remmerio - Historic (Metachallenge I)

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 7/10 - 8 cards - 2.5 x 3.5 in each

Strength of the Harvest 26/4 Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each creature and/or enchantment you control. ----- BACK FACE ----- Haven of the Harvest Land This land enters tapped. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Strength of the Harvest 26/4 Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each creature and/or enchantment you control. ----- BACK FACE ----- Haven of the Harvest Land This land enters tapped. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tomakul Honor Guard 16 Creature -- Human Soldier Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tomakul Honor Guard 16 Creature -- Human Soldier Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Jungleborn Pioneer 26 Creature -- Merfolk Scout When this creature enters, create a 1/1 blue Merfolk creature token with hexproof. (It can't be the target of spells or abilities your opponents control.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jungleborn Pioneer 26 Creature -- Merfolk Scout When this creature enters, create a 1/1 blue Merfolk creature token with hexproof. (It can't be the target of spells or abilities your opponents control.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kutzil, Malamet Exemplar 16W Legendary Creature -- Cat Warrior Your opponents can't cast spells during your turn. Whenever one or more creatures you control each with power greater than its base power deals combat damage to a player, draw a card. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obstinate Baloth 266 Creature -- Beast When this creature enters, you gain 4 life. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Obstinate Baloth 2 6 6 Creature -- Beast When this creature enters, you gain 4 life. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pawpatch Formation 1 6 Instant Choose one -- * Destroy target creature with flying. * Destroy target enchantment. * Draw a card. Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pawpatch Formation 1 6 Instant Choose one -- * Destroy target creature with flying. * Destroy target enchantment. * Draw a card. Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pawpatch Formation 1 6 Instant Choose one -- * Destroy target creature with flying. * Destroy target enchantment. * Draw a card. Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Return to Nature 1 6 Instant Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile target card from a graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Return to Nature 1 6 Instant Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile target card from a graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul-Guide Lantern 1 Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul-Guide Lantern 1 Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tamiyo's Safekeeping

Instant

Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)

[sidebar]

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[sideboard]

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Teyo, the Shieldmage (2)(W)

Legendary Planeswalker -- Teyo

You have hexproof. (You can't be the target of spells or abilities your opponents control.)

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[-2]: Create a 0/3 white Wall creature token with defender.
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[sideboard]

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev