Adarkar Wastes

Land

{T}: Add {C}.
{T}: Add {W} or {U}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Curious Obsession (U)

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1 and has "Whenever this creature deals combat damage to a player, you may draw a card."
At the beginning of your end step, if you didn't attack with a creature this turn, sacrifice this Aura.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchant creature
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At the beginning of your end step, if you didn't attack with a creature this turn, sacrifice this Aura.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enduring Curiosity (2)(U)(U)

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.)

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fatehold Charm (W)(U)

Instant

Choose one --
* Draw a card. Empower Jace 2.
* Return target spell or creature to its owner's hand.
* Creatures you control get +1/+2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Thacker, Charles - Pioneer v3 Group DC86CB (Spectral Sailor, Mausoleum Wa sheet 1/10 - 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.

Fatehold Charm {W}{U}

Instant

Choose one --
* Draw a card. Empower Jace 2.
* Return target spell or creature to its owner's hand.
* Creatures you control get +1/+2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Geistlight Snare {2}{U}

Instant

This spell costs {1} less to cast if you control a Spirit. It also costs {1} less to cast if you control an enchantment.
Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glacial Fortress

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

Glacial Fortress

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

Hall of Storm Giants

Land

If you control two or more other lands, this land enters tapped.
{T}: Add {U}.
{5}{U}: Until end of turn, this land becomes a 7/7 blue Giant creature with ward {3}. It's still a land. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Hallowed Fountain

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

Hallowed Fountain

Land -- Plains Island

({T}: Add {W} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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({T}: Add {W} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Hallowed Fountain

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

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Thacker, Charles - Pioneer v3 Group DC86CB (Spectral Sailor, Mausoleum Wa 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 PLAY botbox.dev

Katilda, Dawnhart Martyr {1}{W}{W}

Legendary Creature -- Spirit Warlock

Flying, lifelink, protection from Vampires
Katilda's power and toughness are each equal to the number of permanents you control that are Spirits and/or enchantments.
Disturb {3}{W}{W} (You may cast this card from your graveyard transformed for its disturb cost.)

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

- - - BACK FACE - - -

Katilda's Rising Dawn

Legendary Enchantment -- Aura

Enchant creature
Enchanted creature has flying, lifelink, and protection from Vampires, and it gets +X/+X, where X is the number of permanents you control that are Spirits and/or enchantments.
If Katilda's Rising Dawn would be put into a graveyard from anywhere, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lofty Denial {1}{U}

Instant

Counter target spell unless its controller pays {1}. If you control a creature with flying, counter that spell unless its controller pays {4} instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mausoleum Wanderer {U}

Creature -- Spirit

Flying
Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.
Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mutavault

Land

{T}: Add {C}.
{1}: This land becomes a 2/2 creature with all creature types until end of turn. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rattlechains 1U

Creature -- Spirit

Flash
Flying
When this creature enters, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/1

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

Playtest cards - Thacker, Charles - Pioneer v3 Group DC86CB (Spectral Sailor, Mausoleum Wa sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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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

Seam Rip {W}

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 PLAY botbox.dev

Seam Rip {W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shacklegeist {1}{U}

Creature -- Spirit

Flying
This creature can block only creatures with flying.
Tap two untapped Spirits you control: Tap target creature you don't control.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Spectral Sailor (U)

Creature -- Spirit Pirate

Flash (You may cast this spell any time you could cast an instant.)
Flying
{3}{U}: Draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flying
{3}{U}: Draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Queller (1)(W)(U)

Creature -- Spirit

Flash
Flying
When this creature enters, exile target spell with mana value 4 or less.
When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Queller (1)(W)(U)

Creature -- Spirit

Flash
Flying
When this creature enters, exile target spell with mana value 4 or less.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Thacker, Charles - Pioneer v3 Group DC86CB (Spectral Sailor, Mausoleum Wa sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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Supreme Phantom {1}{U}

Creature -- Spirit

Flying
Other Spirits you control get +1/+1.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Supreme Phantom {1}{U}

Creature -- Spirit

Flying
Other Spirits you control get +1/+1.

1/3

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1/3

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Supreme Phantom {1}{U}

Creature -- Spirit

Flying
Other Spirits you control get +1/+1.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deafening Silence {W}

Enchantment

Each player can't cast more than one noncreature spell each turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disdainful Stroke {1}{U}

Instant

Counter target spell with mana value 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dream Trawler {2}{W}{W}{U}{U}

Creature -- Sphinx

Flying, lifelink
Whenever you draw a card, this creature gets +1/+0 until end of turn.
Whenever this creature attacks, draw a card.
Discard a card: This creature gains hexproof until end of turn. Tap it.

[sideboard]

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fateful Absence {1}{W}

Instant

Destroy target creature or planeswalker. Its controller investigates. (They create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Katilda, Dawnhart Martyr {1}{W}{W}

Legendary Creature -- Spirit Warlock

Flying, lifelink, protection from Vampires
Katilda's power and toughness are each equal to the number of permanents you control that are Spirits and/or enchantments.
Disturb {3}{W}{W} (You may cast this card from your graveyard transformed for its disturb cost.)

[sideboard]

/

- - - BACK FACE - - -

Katilda's Rising Dawn

Legendary Enchantment -- Aura

Enchant creature
Enchanted creature has flying, lifelink, and protection from Vampires, and it gets +X/+X, where X is the number of permanents you control that are Spirits and/or enchantments.
If Katilda's Rising Dawn would be put into a graveyard from anywhere, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Remorseful Cleric {1}{W}

Creature -- Spirit Cleric

Flying
Sacrifice this creature: Exile target player's graveyard.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rest in Peace {1}{W}

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 PLAY botbox.dev

Skyclave Apparition {1}{W}{W}

Creature -- Kor Spirit

When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.
When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tocasia's Welcome {2}{W}

Enchantment

Whenever one or more creatures you control with mana value 3 or less enter, draw a card. This ability triggers only once each turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tocasia's Welcome {2}{W}

Enchantment

Whenever one or more creatures you control with mana value 3 or less enter, draw a card. This ability triggers only once each turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Thacker, Charles - Pioneer v3 Group DC86CB (Spectral Sailor, Mausoleum Wa sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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Tocasia's Welcome (2)(W)

Enchantment

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tocasia's Welcome (2)(W)

Enchantment

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unlicensed Hearse (2)

Artifact -- Vehicle

{T}: Exile up to two target cards from a single graveyard.
Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.
Crew 2

[sideboard]

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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