

<div><div>Abandoned Air Temple</div><div>Land</div><div>This land enters tapped unless you control a basic land. {T}: Add {W}. {3}{W}, {T}: Put a +1/+1 counter on each creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Abandoned Air Temple</div><div>Land</div><div>This land enters tapped unless you control a basic land. {T}: Add {W}. {3}{W}, {T}: Put a +1/+1 counter on each creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Daydream</div><div>Sorcery</div><div>Exile target creature you control, then return that card to the battlefield under its owner's control with a +1/+1 counter on it. Flashback {2}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Daydream</div><div>Sorcery</div><div>Exile target creature you control, then return that card to the battlefield under its owner's control with a +1/+1 counter on it. Flashback {2}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div>Floodfarm Verge</div><div>Land</div><div>{T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Floodfarm Verge</div><div>Land</div><div>{T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Floodfarm Verge</div><div>Land</div><div>{T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Get Lost<div>1W</div></div><div>Instant</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Gleaming Bastion</div><div>Land</div><div>{T}: Add {C}. {T}: Add {W} or {U}. Activate only if this land entered this turn or if you control a basic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Gleaming Bastion</div><div>Land</div><div>{T}: Add {C}. {T}: Add {W} or {U}. Activate only if this land entered this turn or if you control a basic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Gleaming Bastion</div><div>Land</div><div>{T}: Add {C}. {T}: Add {W} or {U}. Activate only if this land entered this turn or if you control a basic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Guiding Hydra<div>XW</div></div><div>Creature -- Hydra Horror</div><div>This creature enters with X +1/+1 counters on it. At the beginning of combat on your turn, you may remove a +1/+1 counter from this creature. If you do, put a +1/+1 counter on each other creature you control.</div><div>1/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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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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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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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Island

Basic Land -- Island

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

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Mockingbird

(X)(U)

Creature -- Bird Bard

Flying
You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.

1/1

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Momo, Friendly Flier

W

Legendary Creature -- Lemur Bat Ally

Flying
The first non-Lemur creature spell with flying you cast during each of your turns costs {1} less to cast. Whenever another creature you control with flying enters, Momo gets +1/+1 until end of turn.

1/1

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Momo, Friendly Flier

W

Legendary Creature -- Lemur Bat Ally

Flying
The first non-Lemur creature spell with flying you cast during each of your turns costs {1} less to cast. Whenever another creature you control with flying enters, Momo gets +1/+1 until end of turn.

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<p>Quantum Riddler (3)(U)(U)</p> <p>Creature -- Sphinx</p> <p>Flying</p> <p>When this creature enters, draw a card.</p> <p>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.</p> <p>Warp {1}{U}</p> <p>4/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sage of the Skies (2)(W)</p> <p>Creature -- Human Monk</p> <p>When you cast this spell, if you've cast another spell this turn, copy this spell. (The copy becomes a token.)</p> <p>Flying, lifelink</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sage of the Skies (2)(W)</p> <p>Creature -- Human Monk</p> <p>When you cast this spell, if you've cast another spell this turn, copy this spell. (The copy becomes a token.)</p> <p>Flying, lifelink</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sage of the Skies (2)(W)</p> <p>Creature -- Human Monk</p> <p>When you cast this spell, if you've cast another spell this turn, copy this spell. (The copy becomes a token.)</p> <p>Flying, lifelink</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
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Playtest cards - Song, Xiangxue - Azorius Momo (???1 / Standard Cup 1)

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 6/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Springleaf Drum</div><div>Artifact</div><div>{T}, Tap an untapped creature you control: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Springleaf Drum</div><div>Artifact</div><div>{T}, Tap an untapped creature you control: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Springleaf Drum</div><div>Artifact</div><div>{T}, Tap an untapped creature you control: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Springleaf Drum</div><div>Artifact</div><div>{T}, Tap an untapped creature you control: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Starfield Shepherd</div><div>Creature -- Angel</div><div>Flying When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle. Warp {1}{W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Starfield Shepherd</div><div>Creature -- Angel</div><div>Flying When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle. Warp {1}{W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Starfield Shepherd</div><div>Creature -- Angel</div><div>Flying When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle. Warp {1}{W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Starfield Shepherd</div><div>Creature -- Angel</div><div>Flying When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle. Warp {1}{W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div>Steamcore Scholar</div> <div>2U</div> <div>Creature -- Weird Detective</div> <div>Flying, vigilance When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Steamcore Scholar</div> <div>2U</div> <div>Creature -- Weird Detective</div> <div>Flying, vigilance When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Steamcore Scholar</div> <div>2U</div> <div>Creature -- Weird Detective</div> <div>Flying, vigilance When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Steamcore Scholar</div> <div>2U</div> <div>Creature -- Weird Detective</div> <div>Flying, vigilance When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Clarion Conqueror</div> <div>2W</div> <div>Creature -- Dragon</div> <div>Flying Activated abilities of artifacts, creatures, and planeswalkers can't be activated.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Clarion Conqueror</div> <div>2W</div> <div>Creature -- Dragon</div> <div>Flying Activated abilities of artifacts, creatures, and planeswalkers can't be activated.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Clarion Conqueror</div> <div>2W</div> <div>Creature -- Dragon</div> <div>Flying Activated abilities of artifacts, creatures, and planeswalkers can't be activated.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Curious Farm Animals</div> <div>W</div> <div>Creature -- Boar Elk Bird Ox</div> <div>When this creature dies, you gain 3 life. {2}, Sacrifice this creature: Destroy up to one target artifact or enchantment.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Get Lost</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>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.")</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Ghost Vacuum</div><div><div>1</div></div></div><div><div>Artifact</div><div>{T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Ghost Vacuum</div><div><div>1</div></div></div><div><div>Artifact</div><div>{T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>No More Lies</div><div><div>W</div><div>U</div></div></div><div><div>Instant</div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>No More Lies</div><div><div>W</div><div>U</div></div></div><div><div>Instant</div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>No More Lies</div><div><div>W</div><div>U</div></div></div><div><div>Instant</div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Requisition Raid</div><div><div>W</div></div></div><div><div>Sorcery</div><div>Spree (Choose one or more additional costs.) + {1} -- Destroy target artifact. + {1} -- Destroy target enchantment. + {1} -- Put a +1/+1 counter on each creature target player controls.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Rest in Peace</div><div><div>1</div><div>W</div></div></div><div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div> <div>Seam Rip</div> <div>W</div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Spider-Sense</div> <div>1U</div> </div> <div> <div>Instant</div> <div> <p>Web-slinging {U} (You may cast this spell for {U} if you also return a tapped creature you control to its owner's hand.)</p> <p>Counter target instant spell, sorcery spell, or triggered ability.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Wan Shi Tong, Librarian</div> <div>XUU</div> </div> <div> <div>Legendary Creature -- Bird Spirit</div> <div> <p>Flash</p> <p>Flying, vigilance</p> <p>When Wan Shi Tong enters, put X +1/+1 counters on him. Then draw half X cards, rounded down.</p> <p>Whenever an opponent searches their library, put a +1/+1 counter on Wan Shi Tong and draw a card.</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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