

Land

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.

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Creature -- Boar Elk Bird Ox

When this creature dies, you gain 3 life.

{2}, Sacrifice this creature:

Destroy up to one target artifact or enchantment.

1/1

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Sorcery

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.)

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Land

This land enters tapped unless you control two or more other lands.

{T}: Add {W} or {U}.

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Deserted Beach <hr/> Land <hr/> This land enters tapped unless you control two or more other lands. {T}: Add {W} or {U}.	Erode  <hr/> Instant <hr/> Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.	Erode  <hr/> Instant <hr/> Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.	Floodfarm Verge <hr/> Land <hr/> {T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island.
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<div> Get Lost <div> <div>1</div> <div>W</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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Hallowed Fountain </div> <div> Land -- Plains Island </div> <div> ({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Hallowed Fountain </div> <div> Land -- Plains Island </div> <div> ({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Hallowed Fountain </div> <div> Land -- Plains Island </div> <div> ({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
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<div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<div>Quantum Riddler<div>3UUU</div><div>Creature -- Sphinx</div><div>Flying When this creature enters, draw a card. 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. Warp {1}{U}</div><div>4/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Quantum Riddler<div>3UUU</div><div>Creature -- Sphinx</div><div>Flying When this creature enters, draw a card. 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. Warp {1}{U}</div><div>4/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Quantum Riddler<div>3UUU</div><div>Creature -- Sphinx</div><div>Flying When this creature enters, draw a card. 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. Warp {1}{U}</div><div>4/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Quantum Riddler<div>3UUU</div><div>Creature -- Sphinx</div><div>Flying When this creature enters, draw a card. 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. Warp {1}{U}</div><div>4/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div>Sage of the Skies<div>2W</div><div>Creature -- Human Monk</div><div>When you cast this spell, if you've cast another spell this turn, copy this spell. (The copy becomes a token.) Flying, lifelink</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Sage of the Skies<div>2W</div><div>Creature -- Human Monk</div><div>When you cast this spell, if you've cast another spell this turn, copy this spell. (The copy becomes a token.) Flying, lifelink</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Sage of the Skies<div>2W</div><div>Creature -- Human Monk</div><div>When you cast this spell, if you've cast another spell this turn, copy this spell. (The copy becomes a token.) Flying, lifelink</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Sage of the Skies<div>2W</div><div>Creature -- Human Monk</div><div>When you cast this spell, if you've cast another spell this turn, copy this spell. (The copy becomes a token.) Flying, lifelink</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

W

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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①

{T}, Tap an untapped creature you control: Add one mana of any color.

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③ W W

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.)

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③ ④ ⑤

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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

Starfield Shepherd (3)(W)(W) Creature -- Angel 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>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Steamcore Scholar (2)(U) Creature -- Weird Detective 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>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Steamcore Scholar (2)(U) Creature -- Weird Detective 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>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Steamcore Scholar (2)(U) Creature -- Weird Detective 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>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Avatar's Wrath (2)(W)(W) Sorcery Choose up to one target creature, then airbend all other creatures. (Exile them. While each one is exiled, its owner may cast it for {2} rather than its mana cost.) Until your next turn, your opponents can't cast spells from anywhere other than their hands. Exile Avatar's Wrath. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aven Interrupter (1)(W)(W) Creature -- Bird Rogue Flash Flying When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.) Spells your opponents cast from graveyards or from exile cost {2} more to cast. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clarion Conqueror (2)(W) Creature -- Dragon Flying Activated abilities of artifacts, creatures, and planeswalkers can't be activated. [sideboard] <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clarion Conqueror (2)(W) Creature -- Dragon Flying Activated abilities of artifacts, creatures, and planeswalkers can't be activated. [sideboard] <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div>Clarion Conqueror</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Dragon</div> <div> <div>Flying</div> <div>Activated abilities of artifacts, creatures, and planeswalkers can't be activated.</div> <div>[sideboard]</div> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Curious Farm Animals</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Boar Elk Bird Ox</div> <div> <div>When this creature dies, you gain 3 life.</div> <div>{2}, Sacrifice this creature: Destroy up to one target artifact or enchantment.</div> <div>[sideboard]</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Disdainful Stroke</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <div>Counter target spell with mana value 4 or greater.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Disdainful Stroke</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <div>Counter target spell with mana value 4 or greater.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Erode</div> <div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <div>Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Flashfreeze</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <div>Counter target red or green spell.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <div>When this enchantment enters, exile all graveyards.</div> <div>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>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <div>When this enchantment enters, exile all graveyards.</div> <div>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>

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