

Clifftop Retreat Land This land enters tapped unless you control a Mountain or a Plains. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deafening Clarion1RW Sorcery Choose one or both -- * Deafening Clarion deals 3 damage to each creature. * Creatures you control gain lifelink until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deafening Clarion1RW Sorcery Choose one or both -- * Deafening Clarion deals 3 damage to each creature. * Creatures you control gain lifelink until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deafening Clarion1RW Sorcery Choose one or both -- * Deafening Clarion deals 3 damage to each creature. * Creatures you control gain lifelink until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Deafening Clarion1RW Sorcery Choose one or both -- * Deafening Clarion deals 3 damage to each creature. * Creatures you control gain lifelink until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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. 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. 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. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Interplanar Beacon Land Whenever you cast a planeswalker spell, you gain 1 life. {T}: Add {C}. {1}, {T}: Add two mana of different colors. Spend this mana only to cast planeswalker spells. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Interplanar Beacon Land Whenever you cast a planeswalker spell, you gain 1 life. {T}: Add {C}. {1}, {T}: Add two mana of different colors. Spend this mana only to cast planeswalker spells. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Interplanar Beacon Land Whenever you cast a planeswalker spell, you gain 1 life. {T}: Add {C}. {1}, {T}: Add two mana of different colors. Spend this mana only to cast planeswalker spells. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Interplanar Beacon Land Whenever you cast a planeswalker spell, you gain 1 life. {T}: Add {C}. {1}, {T}: Add two mana of different colors. Spend this mana only to cast planeswalker spells. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karn, Scion of Urza 4 Legendary Planeswalker -- Karn [+1]: Reveal the top two cards of your library. An opponent chooses one of them. Put that card into your hand and exile the other with a silver counter on it. [-1]: Put a card you own with a silver counter on it from exile into your hand. [-2]: Create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control." L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Karn, Scion of Urza 4 Legendary Planeswalker -- Karn [+1]: Reveal the top two cards of your library. An opponent chooses one of them. Put that card into your hand and exile the other with a silver counter on it. [-1]: Put a card you own with a silver counter on it from exile into your hand. [-2]: Create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control." L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Strike 1R Instant Lightning Strike deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Strike 1R Instant Lightning Strike deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mobilized District Land {T}: Add {C}. {4}: This land becomes a 3/3 Citizen creature with vigilance until end of turn. It's still a land. This ability costs {1} less to activate for each legendary creature and planeswalker you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mobilized District Land {T}: Add {C}. {4}: This land becomes a 3/3 Citizen creature with vigilance until end of turn. It's still a land. This ability costs {1} less to activate for each legendary creature and planeswalker you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mox Amber 6 Legendary Artifact {T}: Add one mana of any color among legendary creatures and planeswalkers you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mox Amber 6 Legendary Artifact {T}: Add one mana of any color among legendary creatures and planeswalkers you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Narset, Parter of Veils ①④④ Legendary Planeswalker -- Narset Each opponent can't draw more than one card each turn. [-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Narset, Parter of Veils ①④④ Legendary Planeswalker -- Narset Each opponent can't draw more than one card each turn. [-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Narset, Parter of Veils ①④④ Legendary Planeswalker -- Narset Each opponent can't draw more than one card each turn. [-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Narset, Parter of Veils ①④④ Legendary Planeswalker -- Narset Each opponent can't draw more than one card each turn. [-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Opt ④ Instant Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Opt ④ Instant Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Opt ④ Instant Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Opt ④ Instant Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ral, Storm Conduit 2UR Legendary Planeswalker -- Ral Whenever you cast or copy an instant or sorcery spell, Ral deals 1 damage to target opponent or planeswalker. [+2]: Scry 1. [-2]: When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sacred Foundry Land -- Mountain Plains ([T]: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sacred Foundry Land -- Mountain Plains ([T]: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sacred Foundry Land -- Mountain Plains ([T]: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sacred Foundry Land -- Mountain Plains ([T]: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Saheeli, Sublime Artificer 1URUR Legendary Planeswalker -- Saheeli Whenever you cast a noncreature spell, create a 1/1 colorless Servo artifact creature token. [-2]: Target artifact you control becomes a copy of another target artifact or creature you control until end of turn, except it's an artifact in addition to its other types. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Saheeli, Sublime Artificer 1URUR Legendary Planeswalker -- Saheeli Whenever you cast a noncreature spell, create a 1/1 colorless Servo artifact creature token. [-2]: Target artifact you control becomes a copy of another target artifact or creature you control until end of turn, except it's an artifact in addition to its other types. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Saheeli, Sublime Artificer 1URUR Legendary Planeswalker -- Saheeli Whenever you cast a noncreature spell, create a 1/1 colorless Servo artifact creature token. [-2]: Target artifact you control becomes a copy of another target artifact or creature you control until end of turn, except it's an artifact in addition to its other types. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sarkhan the Masterless (3)(R)(R) Legendary Planeswalker -- Sarkhan Whenever a creature attacks you or a planeswalker you control, each Dragon you control deals 1 damage to that creature. [+1]: Until end of turn, each planeswalker you control becomes a 4/4 red Dragon creature and gains flying. [-3]: Create a 4/4 red Dragon creature token with flying. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sarkhan the Masterless (3)(R)(R) Legendary Planeswalker -- Sarkhan Whenever a creature attacks you or a planeswalker you control, each Dragon you control deals 1 damage to that creature. [+1]: Until end of turn, each planeswalker you control becomes a 4/4 red Dragon creature and gains flying. [-3]: Create a 4/4 red Dragon creature token with flying. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sarkhan the Masterless (3)(R)(R) Legendary Planeswalker -- Sarkhan Whenever a creature attacks you or a planeswalker you control, each Dragon you control deals 1 damage to that creature. [+1]: Until end of turn, each planeswalker you control becomes a 4/4 red Dragon creature and gains flying. [-3]: Create a 4/4 red Dragon creature token with flying. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sarkhan the Masterless (3)(R)(R) Legendary Planeswalker -- Sarkhan Whenever a creature attacks you or a planeswalker you control, each Dragon you control deals 1 damage to that creature. [+1]: Until end of turn, each planeswalker you control becomes a 4/4 red Dragon creature and gains flying. [-3]: Create a 4/4 red Dragon creature token with flying. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Shock (R) Instant Shock deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shock (R) Instant Shock deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shock (R) Instant Shock deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shock (R) Instant Shock deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Spell Pierce Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Pierce Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Pierce Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steam Vents Land -- Island Mountain {T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Steam Vents Land -- Island Mountain {T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steam Vents Land -- Island Mountain {T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steam Vents Land -- Island Mountain {T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sulfur Falls Land This land enters tapped unless you control an Island or a Mountain. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sulfur Falls Land This land enters tapped unless you control an Island or a Mountain. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sulfur Falls Land This land enters tapped unless you control an Island or a Mountain. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Teferi, Time Raveler 1WU Legendary Planeswalker -- Teferi Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card. L4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Teferi, Time Raveler 1WU Legendary Planeswalker -- Teferi Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card. L4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dovin's Veto WU Instant This spell can't be countered. Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dovin's Veto WU Instant This spell can't be countered. Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dovin's Veto WU Instant This spell can't be countered. Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lava Coil 1R Sorcery Lava Coil deals 4 damage to target creature. If that creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Lava Coil 1 R Sorcery Lava Coil deals 4 damage to target creature. If that creature would die this turn, exile it instead. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Legion Warboss 2 R Creature -- Goblin Soldier Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.) At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token gains haste until end of turn and attacks this combat if able. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Legion Warboss 2 R Creature -- Goblin Soldier Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.) At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token gains haste until end of turn and attacks this combat if able. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Legion Warboss 2 R Creature -- Goblin Soldier Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.) At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token gains haste until end of turn and attacks this combat if able. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Legion Warboss 2 R Creature -- Goblin Soldier Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.) At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token gains haste until end of turn and attacks this combat if able. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lyra Dawnbringer 3 W W Legendary Creature -- Angel Flying First strike (This creature deals combat damage before creatures without first strike.) Lifelink (Damage dealt by this creature also causes you to gain that much life.) Other Angels you control get +1/+1 and have lifelink. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lyra Dawnbringer 3 W W Legendary Creature -- Angel Flying First strike (This creature deals combat damage before creatures without first strike.) Lifelink (Damage dealt by this creature also causes you to gain that much life.) Other Angels you control get +1/+1 and have lifelink. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prison Realm 2 W Enchantment When this enchantment enters, exile target creature or planeswalker an opponent controls until this enchantment leaves the battlefield. When this enchantment enters, scry 1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - Mlittle1988 - Standard (Standard League)

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

Prison Realm 2 W Enchantment When this enchantment enters, exile target creature or planeswalker an opponent controls until this enchantment leaves the battlefield. When this enchantment enters, scry 1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prison Realm 2 W Enchantment When this enchantment enters, exile target creature or planeswalker an opponent controls until this enchantment leaves the battlefield. When this enchantment enters, scry 1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ral, Storm Conduit 2 U R Legendary Planeswalker -- Ral Whenever you cast or copy an instant or sorcery spell, Ral deals 1 damage to target opponent or planeswalker. [+2]: Scry 1. [-2]: When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy. [sideboard] L4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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