

Anointed Peacekeeper (2)(W) Creature -- Human Cleric Vigilance As this creature enters, look at an opponent's hand, then choose any card name. Spells your opponents cast with the chosen name cost {2} more to cast. Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anointed Peacekeeper (2)(W) Creature -- Human Cleric Vigilance As this creature enters, look at an opponent's hand, then choose any card name. Spells your opponents cast with the chosen name cost {2} more to cast. Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anointed Peacekeeper (2)(W) Creature -- Human Cleric Vigilance As this creature enters, look at an opponent's hand, then choose any card name. Spells your opponents cast with the chosen name cost {2} more to cast. Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anointed Peacekeeper (2)(W) Creature -- Human Cleric Vigilance As this creature enters, look at an opponent's hand, then choose any card name. Spells your opponents cast with the chosen name cost {2} more to cast. Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Archon of Emerica (2)(W) Creature -- Archon Flying Each player can't cast more than one spell each turn. Nonbasic lands your opponents control enter tapped. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Archon of Emerica (2)(W) Creature -- Archon Flying Each player can't cast more than one spell each turn. Nonbasic lands your opponents control enter tapped. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Archon of Emerica (2)(W) Creature -- Archon Flying Each player can't cast more than one spell each turn. Nonbasic lands your opponents control enter tapped. 2/3 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. 2/2 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Branchloft Pathway Land {T}: Add {G}. ----- - - - BACK FACE - - - Boulderloft Pathway Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Branchloft Pathway Land {T}: Add {G}. ----- - - - BACK FACE - - - Boulderloft Pathway Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Collected Company 36 Instant Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collected Company 36 Instant Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collected Company 36 Instant Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eiganjo, Seat of the Empire Legendary Land {T}: Add {W}. Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elite Spellbinder 2 W Creature -- Human Cleric Flying When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Mystic G Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Mystic G Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Mystic G Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Elvish Mystic G Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Innocence 1 W W Enchantment Creature -- Sheep Glimmer Lifelink Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence 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.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Innocence 1 W W Enchantment Creature -- Sheep Glimmer Lifelink Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence 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.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Innocence 1 W W Enchantment Creature -- Sheep Glimmer Lifelink Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence 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.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {G}.
{T}: Add {W}. Activate only if you control a Forest or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Creature -- Human Faerie Scout

Whenever Kellan attacks, reveal the top card of your library. If it's a creature card with mana value 3 or less, put it into your hand. Otherwise, you may put it into your graveyard.

2/3

- - - ADVENTURE - - -

Sorcery - - Adventure

Create X Map tokens, where X is one plus the number of opponents who control an artifact. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Elf Druid

$$\{T\}: \text{Add } \{G\}.$$

1/1

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1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skyclave Apparition 1WW 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skyclave Apparition 1WW 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skyclave Apparition 1WW 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Temple Garden Land -- Forest Plains ({T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thalia, Guardian of Thraben ①①W①W Legendary Creature -- Human Soldier First strike Noncreature spells cost {1} more to cast. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thalia, Guardian of Thraben ①①W①W Legendary Creature -- Human Soldier First strike Noncreature spells cost {1} more to cast. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thalia, Guardian of Thraben ①①W①W Legendary Creature -- Human Soldier First strike Noncreature spells cost {1} more to cast. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Abdeslam, Gasser - Pioneer (South American Magic Series - Regional Champi

sheet 7/10 - 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.

The Wandering Emperor 2WW Legendary Planeswalker Flash As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant. [+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn. [-1]: Create a 2/2 white Samurai creature token with vigilance. [-2]: Exile target tapped creature. You gain 2 life. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Virtue of Loyalty 3WW Enchantment At the beginning of your end step, put a +1/+1 counter on each creature you control. Untap those creatures. ----- ADVENTURE ----- Ardenvale Fealty 1W Instant -- Adventure Create a 2/2 white Knight creature token with vigilance. (Then exile this card. You may cast the enchantment later from exile.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Werefox Bodyguard 1WW Creature -- Elf Fox Knight Flash When this creature enters, exile up to one other target non-Fox creature until this creature leaves the battlefield. {1}{W}, Sacrifice this creature: You gain 2 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Werefox Bodyguard 1WW Creature -- Elf Fox Knight Flash When this creature enters, exile up to one other target non-Fox creature until this creature leaves the battlefield. {1}{W}, Sacrifice this creature: You gain 2 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Back to Nature 1G Instant Destroy all enchantments. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brutal Cathar 2W Creature -- Human Soldier Werewolf Whenever this creature enters or transforms into Brutal Cathar, exile target creature an opponent controls until this creature leaves the battlefield. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev ----- BACK FACE ----- Moonrage Brute Creature -- Werewolf First strike Ward--Pay 3 life. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brutal Cathar 2W Creature -- Human Soldier Werewolf Whenever this creature enters or transforms into Brutal Cathar, exile target creature an opponent controls until this creature leaves the battlefield. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev ----- BACK FACE ----- Moonrage Brute Creature -- Werewolf First strike Ward--Pay 3 life. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brutal Cathar 2W Creature -- Human Soldier Werewolf Whenever this creature enters or transforms into Brutal Cathar, exile target creature an opponent controls until this creature leaves the battlefield. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev ----- BACK FACE ----- Moonrage Brute Creature -- Werewolf First strike Ward--Pay 3 life. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Containment Priest (1)(W) Creature -- Human Cleric Flash If a nontoken creature would enter and it wasn't cast, exile it instead. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Containment Priest (1)(W) Creature -- Human Cleric Flash If a nontoken creature would enter and it wasn't cast, exile it instead. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Get Lost (1)(W) Instant 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight of Autumn (1)(G)(W) Creature -- Dryad Knight When this creature enters, choose one -- * Put two +1/+1 counters on this creature. * Destroy target artifact or enchantment. * You gain 4 life. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Portable Hole (W) Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Portable Hole (W) Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. [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	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

Vivien Reid 3 G G Legendary Planeswalker -- Vivien [+1]: Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. [-3]: Destroy target artifact, enchantment, or creature with flying. [-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible." [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Werefox Bodyguard 1 W W Creature -- Elf Fox Knight Flash When this creature enters, exile up to one other target non-Fox creature until this creature leaves the battlefield. {1}{W}, Sacrifice this creature: You gain 2 life. [sideboard] 2 2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Werefox Bodyguard 1 W W Creature -- Elf Fox Knight Flash When this creature enters, exile up to one other target non-Fox creature until this creature leaves the battlefield. {1}{W}, Sacrifice this creature: You gain 2 life. [sideboard] 2 2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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