

Card

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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① ②

Creature -- Snake Horse Mount

Whenever this creature attacks, reveal the top card of your library and put it into your hand. You lose life equal to that card's mana value if this creature isn't saddled. Otherwise, each opponent loses that much life.

Saddle 3 (Tap any number of other creatures you control with total power 3 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)

2/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

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Land

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{T}: Add {C}.
{T}: Add {W} or {B}. This land deals
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<div>Caves of Koilos</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {W} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Caves of Koilos</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {W} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Concealed Courtyard</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.</div> <div>{T}: Add {W} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Concealed Courtyard</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.</div> <div>{T}: Add {W} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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Playtest cards - AKvsJJ - Standard (Standard Challenge 32)

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 4/10 - 8 cards - 2.5 x 3.5 in each

Mirrex

Land - - Sphere

{T}: Add {C}.
{T}: Add one mana of any color.
Activate only if this land entered this turn.
{3}, {T}: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." (Players dealt combat damage by it also get a poison counter.)

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Mishra's Foundry

Land

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{T}: Add {C}.
{2}: This land becomes a 2/2
Assembly-Worker artifact creature
until end of turn. It's still a
land.
{1}, {T}: Target attacking
Assembly-Worker gets +2/+2 until end
of turn.
```

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{T}: Add {C}.
{2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.
{1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn.

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Plains

Basic Land -- Plains

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

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Restless Fortress

Land

This land enters tapped.
{T}: Add {W} or {B}.
{2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.
Whenever this land attacks, defending player loses 2 life and you gain 2 life.

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Shadowy Backstreet

Land -- Plains Swamp

({T}: Add {W} or {B}.)
 This land enters tapped.
 When this land enters, surveil 1.
 (Look at the top card of your
 library. You may put it into your
 graveyard.)

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Shadowy Backstreet

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([T]: Add [W] or [B].)
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<div> Takenuma, Abandoned Mire </div> <div> Legendary Land </div> <div> <p>{T}: Add {B}.</p> <p>Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Tenacious Underdog <div> <div>1</div> <div>B</div> </div> </div> <div> Creature -- Human Warrior </div> <div> <p>Blitz--{2}{B}{B}, Pay 2 life. (If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)</p> <p>You may cast this card from your graveyard using its blitz ability.</p> </div> <div> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> The Wandering Emperor <div> <div>2</div> <div>W</div> <div>W</div> </div> </div> <div> Legendary Planeswalker </div> <div> <p>Flash</p> <p>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.</p> <p>[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.</p> <p>[-1]: Create a 2/2 white Samurai creature token with vigilance.</p> <p>[-2]: Exile target tapped creature. You gain 2 life.</p> </div> <div> <div>L 3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> The Wandering Emperor <div> <div>2</div> <div>W</div> <div>W</div> </div> </div> <div> Legendary Planeswalker </div> <div> <p>Flash</p> <p>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.</p> <p>[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.</p> <p>[-1]: Create a 2/2 white Samurai creature token with vigilance.</p> <p>[-2]: Exile target tapped creature. You gain 2 life.</p> </div> <div> <div>L 3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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<div><div>Wedding Announcement</div><div>2W</div></div> <div>Enchantment</div> <div>At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it.</div> <div>----- BACK FACE -----</div> <div>Wedding Festivity</div> <div>Enchantment</div> <div>Creatures you control get +1/+1.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Wedding Announcement</div><div>2W</div></div> <div>Enchantment</div> <div>At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it.</div> <div>----- BACK FACE -----</div> <div>Wedding Festivity</div> <div>Enchantment</div> <div>Creatures you control get +1/+1.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Wedding Announcement</div><div>2W</div></div> <div>Enchantment</div> <div>At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it.</div> <div>----- BACK FACE -----</div> <div>Wedding Festivity</div> <div>Enchantment</div> <div>Creatures you control get +1/+1.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Wedding Announcement</div><div>2W</div></div> <div>Enchantment</div> <div>At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it.</div> <div>----- BACK FACE -----</div> <div>Wedding Festivity</div> <div>Enchantment</div> <div>Creatures you control get +1/+1.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Depopulate</div><div>2WW</div></div> <div>Sorcery</div> <div>Each player who controls a multicolored creature draws a card. Then destroy all creatures.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Depopulate</div><div>2WW</div></div> <div>Sorcery</div> <div>Each player who controls a multicolored creature draws a card. Then destroy all creatures.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Hostile Investigator</div><div>3B</div></div> <div>Creature -- Ogre Rogue Detective</div> <div>When this creature enters, target opponent discards a card. Whenever one or more players discard one or more cards, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div> <div>[sideboard]</div> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Kutzil's Flanker</div><div>2W</div></div> <div>Creature -- Cat Warrior</div> <div>Flash When this creature enters, choose one -- * Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn. * You gain 2 life and scry 2. * Exile target player's graveyard.</div> <div>[sideboard]</div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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Playtest cards - AKvsJJ - Standard (Standard Challenge 32)

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

<div> Path of Peril <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)</p> <p>Destroy all creatures [with mana value 2 or less].</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Tocasia's Welcome <div> <div>2</div> <div>W</div> </div> </div> <div>Enchantment</div> <div> <p>Whenever one or more creatures you control with mana value 3 or less enter, draw a card. This ability triggers only once each turn.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Unlicensed Hearse <div> <div>2</div> </div> </div> <div>Artifact -- Vehicle</div> <div> <p>{T}: Exile up to two target cards from a single graveyard.</p> <p>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.</p> <p>Crew 2</p> <p>[sideboard]</p> <div> <div>*/*</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	
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