

①

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{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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⑤

Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)

Equipped creature gets +4/+4 and has vigilance and lifelink.

```
{3}: Return this Equipment to its  
owner's hand.
```

Equip {5}

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{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.

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②③

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

② W

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3/1

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<div><div>Elite Spellbinder</div><div><div>2</div><div>W</div></div></div> <div><div>Creature -- Human Cleric</div><div>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.</div><div><div>3/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Field of Ruin</div></div> <div><div>Land</div><div>{T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Flagstones of Trokair</div></div> <div><div>Legendary Land</div><div>{T}: Add {W}. When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Flagstones of Trokair</div></div> <div><div>Legendary Land</div><div>{T}: Add {W}. When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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Ghost Quarter

Land

{T}: Add **{C}**.
{T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.

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Ghost Quarter

Land

```
{T}: Add {C}.
{T}, Sacrifice this land: Destroy
target land. Its controller may
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battlefield, then shuffle.
```

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```

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Kaldra Compleat

⑦

Legendary Artifact -- Equipment

```
Living weapon
Indestructible
Equipped creature gets +5/+5 and has
first strike, trample,
indestructible, haste, and "Whenever
this creature deals combat damage to
a creature, exile that creature."
Equip {7}
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karakas

Legendary Land

```
{T}: Add {W}.
{T}: Return target legendary
creature to its owner's hand.
```

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Legendary Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Artifact Creature -- Equipment Cat

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1/1

W

Creature -- Human Cleric

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/1

W

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1/1

W

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1/1

W

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/1

① W

Legendary Creature -- Dog

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2/2

① W

Legendary Creature -- Dog

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/2

<div><div><div>Phelia, Exuberant Shepherd</div><div><div>1</div><div>W</div></div></div><div><div>Legendary Creature -- Dog</div><div>Flash</div><div>Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.</div><div><div>2/2</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div>Recruiter of the Guard 2W</div> <div>Creature -- Human Soldier</div> <div>When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Recruiter of the Guard 2W</div> <div>Creature -- Human Soldier</div> <div>When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Recruiter of the Guard 2W</div> <div>Creature -- Human Soldier</div> <div>When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Recruiter of the Guard 2W</div> <div>Creature -- Human Soldier</div> <div>When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Skyclave Apparition 1W W 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. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skyclave Apparition 1W W 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. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Solitude 3W W Creature -- Elemental Incarnation Flash Lifelink When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power. Evoke--Exile a white card from your hand. <div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Solitude 3W W Creature -- Elemental Incarnation Flash Lifelink When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power. Evoke--Exile a white card from your hand. <div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - yoshiwata - Legacy (Legacy Challenge 32)

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sheet 8/12 - 8 cards - 2.5 x 3.5 in each

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<p>White Orchid Phantom (W)(W)</p> <p>Creature -- Spirit Knight</p> <p>Flying, first strike When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>White Orchid Phantom (W)(W)</p> <p>Creature -- Spirit Knight</p> <p>Flying, first strike When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>White Orchid Phantom (W)(W)</p> <p>Creature -- Spirit Knight</p> <p>Flying, first strike When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>White Orchid Phantom (W)(W)</p> <p>Creature -- Spirit Knight</p> <p>Flying, first strike When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Witch Enchanter (3)(W)</p> <p>Creature -- Human Warlock</p> <p>When this creature enters, destroy target artifact or enchantment an opponent controls.</p> <p>2/2</p> <p>----- BACK FACE -----</p> <p>Witch-Blessed Meadow</p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Witch Enchanter (3)(W)</p> <p>Creature -- Human Warlock</p> <p>When this creature enters, destroy target artifact or enchantment an opponent controls.</p> <p>2/2</p> <p>----- BACK FACE -----</p> <p>Witch-Blessed Meadow</p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Witch Enchanter (3)(W)</p> <p>Creature -- Human Warlock</p> <p>When this creature enters, destroy target artifact or enchantment an opponent controls.</p> <p>2/2</p> <p>----- BACK FACE -----</p> <p>Witch-Blessed Meadow</p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Witch Enchanter (3)(W)</p> <p>Creature -- Human Warlock</p> <p>When this creature enters, destroy target artifact or enchantment an opponent controls.</p> <p>2/2</p> <p>----- BACK FACE -----</p> <p>Witch-Blessed Meadow</p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

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2 W W

Each player chooses from among the permanents they control an artifact, a creature, an enchantment, and a land, then sacrifices the rest.

[sidebar]

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① W

Flash
If a nontoken creature would enter
and it wasn't cast, exile it
instead.

```
[sidebar]
```

2/2

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W

Each player can't cast more than one noncreature spell each turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Each player can't cast more than one noncreature spell each turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Flying
Discard this card: Exile up to two
target cards from graveyards.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Flying
Discard this card: Exile up to two
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```
[sidebar]
```

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 U U

If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.

Exile any number of target spells.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 U U

If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.
Exile any number of target spells.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> Sanctifier en-Vec <div> <div>W</div> <div>W</div> </div> </div> <div> Creature -- Human Cleric </div> <div> <p>Protection from black and from red When this creature enters, exile all cards that are black or red from all graveyards. If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.</p> </div> <div> [sideboard] </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Sanctifier en-Vec <div> <div>W</div> <div>W</div> </div> </div> <div> Creature -- Human Cleric </div> <div> <p>Protection from black and from red When this creature enters, exile all cards that are black or red from all graveyards. If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.</p> </div> <div> [sideboard] </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Surgical Extraction <div> <div>BP</div> </div> </div> <div> Instant </div> <div> <p>([B/P] can be paid with either [B] or 2 life.) Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</p> </div> <div> [sideboard] </div> <div> <div></div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Surgical Extraction <div> <div>BP</div> </div> </div> <div> Instant </div> <div> <p>([B/P] can be paid with either [B] or 2 life.) Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</p> </div> <div> [sideboard] </div> <div> <div></div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> The Battle of Bywater <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> Sorcery </div> <div> <p>Destroy all creatures with power 3 or greater. Then create a Food token for each creature you control. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</p> </div> <div> [sideboard] </div> <div> <div></div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Wrath of the Skies <div> <div>X</div> <div>W</div> <div>W</div> </div> </div> <div> Sorcery </div> <div> <p>You get X [E] (energy counters), then you may pay any amount of [E]. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of [E] paid this way.</p> </div> <div> [sideboard] </div> <div> <div></div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Yorion, Sky Nomad <div> <div>3</div> <div>W/U</div> <div>W/U</div> </div> </div> <div> Legendary Creature -- Bird Serpent </div> <div> <p>Companion -- Your starting deck contains at least twenty cards more than the minimum deck size. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) Flying When Yorion enters, exile any number of other nonland permanents you own and control. Return those cards to the battlefield at the beginning of the next end step.</p> </div> <div> [sideboard] </div> <div> <div>4/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	

Playtest cards - yoshiwata - Legacy (Legacy 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 12/12 - 7 cards - 2.5 x 3.5 in each