

<div><div><div>Arid Archway</div><div>Land -- Desert</div><div><p>This land enters tapped. When this land enters, return a land you control to its owner's hand. If another Desert was returned this way, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p><p>{T}: Add {C}{C}.</p></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Castle Ardenvale</div><div>Land</div><div><p>This land enters tapped unless you control a Plains.</p><p>{T}: Add {W}.</p><p>{2}{W}{W}, {T}: Create a 1/1 white Human creature token.</p></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Castle Vantress</div><div>Land</div><div><p>This land enters tapped unless you control an Island.</p><p>{T}: Add {U}.</p><p>{2}{U}{U}, {T}: Scry 2.</p></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Discontinuity</div><div>Instant</div><div><p>During your turn, this spell costs {2}{U}{U} less to cast. End the turn. (Exile all spells and abilities from the stack, including this card. The player whose turn it is discards down to their maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)</p></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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Playtest cards - Aldreen - Pioneer (Pioneer Challenge 32) sheet 2/10 - 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.

<div><div><div>Get Lost</div><div><div>1</div><div>W</div></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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Hall of Storm Giants</div></div><div><div>Land</div><div>If you control two or more other lands, this land enters tapped. {T}: Add {U}. {5}{U}: Until end of turn, this land becomes a 7/7 blue Giant creature with ward {3}. It's still a land. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Hallowed Fountain</div></div><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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Hallowed Fountain</div></div><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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div><div>Hallowed Fountain</div></div><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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Hallowed Fountain</div></div><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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Hengegate Pathway</div></div><div><div>Land</div><div>{T}: Add {W}.</div></div><div><div>----- BACK FACE -----</div><div><div>Mistgate Pathway</div></div><div><div>Land</div><div>{T}: Add {U}.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Hengegate Pathway</div></div><div><div>Land</div><div>{T}: Add {W}.</div></div><div><div>----- BACK FACE -----</div><div><div>Mistgate Pathway</div></div><div><div>Land</div><div>{T}: Add {U}.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Hengegate Pathway

Land

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

- - - BACK FACE - - -

Mistgate Pathway

Land

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

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Island

Basic Land -- Island

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

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Jwari Disruption

①②

Instant

Counter target spell unless its controller pays {1}.

- - - BACK FACE - - -

Jwari Ruins

Land

This land enters tapped.
{T}: Add {U}.

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Jwari Disruption

①②

Instant

Counter target spell unless its controller pays {1}.

- - - BACK FACE - - -

Jwari Ruins

Land

This land enters tapped.
{T}: Add {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Field

Land

Hexproof
This land enters tapped.
When this land enters, sacrifice two
lands.
{T}: Add three mana of any one
color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Field

Land

Hexproof
This land enters tapped.
When this land enters, sacrifice two
lands.
{T}: Add three mana of any one
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Lotus Field

Land

Hexproof
This land enters tapped.
When this land enters, sacrifice two
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Field

Land

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Hexproof
This land enters tapped.
When this land enters, sacrifice two
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{T}: Add three mana of any one
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<div> <div>Memory Deluge</div> <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order.</p> <p>Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Memory Deluge</div> <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order.</p> <p>Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Memory Deluge</div> <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order.</p> <p>Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Memory Deluge</div> <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order.</p> <p>Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Meticulous Archive</div> </div> <div>Land -- Plains Island</div> <div> <p>{T}: Add {W} or {U}.)</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Meticulous Archive</div> </div> <div>Land -- Plains Island</div> <div> <p>{T}: Add {W} or {U}.)</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Meticulous Archive</div> </div> <div>Land -- Plains Island</div> <div> <p>{T}: Add {W} or {U}.)</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Otawara, Soaring City</div> </div> <div>Legendary Land</div> <div> <p>{T}: Add {U}.</p> <p>Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's 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>

Playtest cards - Aldreen - Pioneer (Pioneer Challenge 32)

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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

<div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Settle the Wreckage 2WW</div> <div>Instant</div> <div>Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Settle the Wreckage 2WW</div> <div>Instant</div> <div>Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Shark Typhoon 5U</div> <div>Enchantment</div> <div>Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value. Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.) When you cycle this card, create an X/X blue Shark creature token with flying.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Strict Proctor 1W</div> <div>Creature -- Spirit Cleric</div> <div>Flying Whenever a permanent entering causes a triggered ability to trigger, counter that ability unless its controller pays {2}.</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Strict Proctor 1W</div> <div>Creature -- Spirit Cleric</div> <div>Flying Whenever a permanent entering causes a triggered ability to trigger, counter that ability unless its controller pays {2}.</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Strict Proctor 1W</div> <div>Creature -- Spirit Cleric</div> <div>Flying Whenever a permanent entering causes a triggered ability to trigger, counter that ability unless its controller pays {2}.</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Strict Proctor 1W</div> <div>Creature -- Spirit Cleric</div> <div>Flying Whenever a permanent entering causes a triggered ability to trigger, counter that ability unless its controller pays {2}.</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Tale's End</div><div><div>1</div><div>U</div></div></div><div>Instant</div><div>Counter target activated ability, triggered ability, or legendary spell.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Tale's End</div><div><div>1</div><div>U</div></div></div><div>Instant</div><div>Counter target activated ability, triggered ability, or legendary spell.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Teferi, Hero of Dominaria</div><div><div>3</div><div>W</div><div>U</div></div></div><div>Legendary Planeswalker -- Teferi</div><div>[+1]: Draw a card. At the beginning of the next end step, untap up to two lands. [-3]: Put target nonland permanent into its owner's library third from the top. [-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls."</div><div><div>L</div><div>4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Teferi, Hero of Dominaria</div><div><div>3</div><div>W</div><div>U</div></div></div><div>Legendary Planeswalker -- Teferi</div><div>[+1]: Draw a card. At the beginning of the next end step, untap up to two lands. [-3]: Put target nonland permanent into its owner's library third from the top. [-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls."</div><div><div>L</div><div>4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div><div>Thespian's Stage</div><div>Land</div><div>{T}: Add {C}. {2}, {T}: This land becomes a copy of target land, except it has this ability.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Thespian's Stage</div><div>Land</div><div>{T}: Add {C}. {2}, {T}: This land becomes a copy of target land, except it has this ability.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>The Wandering Emperor 2WW</div><div>Legendary Planeswalker</div><div>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.</div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>The Wandering Emperor 2WW</div><div>Legendary Planeswalker</div><div>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.</div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Aether Gust 1U</div><div>Instant</div><div>Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Aether Gust 1U</div><div>Instant</div><div>Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Deafening Silence W</div><div>Enchantment</div><div>Each player can't cast more than one noncreature spell each turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Dovin's Veto WU</div><div>Instant</div><div>This spell can't be countered. Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Dovin's Veto</div><div><div>W</div><div>U</div></div></div><div><div>Instant</div><div>This spell can't be countered. Counter target noncreature spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Dream Trawler</div><div><div>2</div><div>W</div><div>W</div><div>U</div><div>U</div></div></div><div><div>Creature -- Sphinx</div><div>Flying, lifelink Whenever you draw a card, this creature gets +1/+0 until end of turn. Whenever this creature attacks, draw a card. Discard a card: This creature gains hexproof until end of turn. Tap it.</div><div>[sideboard]</div></div><div><div>3/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Get Lost</div><div><div>1</div><div>W</div></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>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>High Noon</div><div><div>1</div><div>W</div></div></div><div><div>Enchantment</div><div>Each player can't cast more than one spell each turn. {4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Mystical Dispute</div><div><div>2</div><div>U</div></div></div><div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Narset's Reversal</div><div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>Copy target instant or sorcery spell, then return it to its owner's hand. You may choose new targets for the copy.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Narset's Reversal</div><div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>Copy target instant or sorcery spell, then return it to its owner's hand. You may choose new targets for the copy.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Settle the Wreckage</div><div><div>2</div><div>W</div><div>W</div></div></div><div><div>Instant</div><div>Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards 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> Temporary Lockdown 1WW </div> <div> Enchantment </div> <div> When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Temporary Lockdown 1WW </div> <div> Enchantment </div> <div> When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Unlicensed Hearse 2 </div> <div> Artifact -- Vehicle </div> <div> {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 </div> <div> [sideboard] </div> <div> <div> */ </div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	