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| <div>Adarkar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                          | <div>Adarkar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                            | <div>Adarkar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                        | <div>Adarkar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                        |
| <div>Containment Priest</div> <div> <div>1</div> <div>W</div> </div> <div>Creature -- Human Cleric</div> <div>Flash<br/>If a nontoken creature would enter and it wasn't cast, exile it instead.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Eiganjo, Seat of the Empire</div> <div> <div>1</div> <div>W</div> </div> <div>Legendary Land</div> <div>{T}: Add {W}.<br/>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Get Lost</div> <div> <div>1</div> <div>W</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Get Lost</div> <div> <div>1</div> <div>W</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

Playtest cards - Heartofthedalek - Pioneer (Pioneer 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 1/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Hall of Storm Giants</div><div>Land</div><div>If you control two or more other lands, this land enters tapped.<br/>{T}: Add {U}.<br/>{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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>(<b>{T}</b>): Add <b>{W}</b> or <b>{U}</b>.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             | <div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>(<b>{T}</b>): Add <b>{W}</b> or <b>{U}</b>.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             | <div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>(<b>{T}</b>): Add <b>{W}</b> or <b>{U}</b>.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             |
| <div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>(<b>{T}</b>): Add <b>{W}</b> or <b>{U}</b>.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                              | <div><div>Hengegate Pathway</div><div>Land</div><div><b>{T}</b>: Add <b>{W}</b>.</div><div>----- BACK FACE -----</div><div><div>Mistgate Pathway</div><div>Land</div><div><b>{T}</b>: Add <b>{U}</b>.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hengegate Pathway</div><div>Land</div><div><b>{T}</b>: Add <b>{W}</b>.</div><div>----- BACK FACE -----</div><div><div>Mistgate Pathway</div><div>Land</div><div><b>{T}</b>: Add <b>{U}</b>.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hengegate Pathway</div><div>Land</div><div><b>{T}</b>: Add <b>{W}</b>.</div><div>----- BACK FACE -----</div><div><div>Mistgate Pathway</div><div>Land</div><div><b>{T}</b>: Add <b>{U}</b>.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Land

## Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Battle -- Siege

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Enchantment

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Battle -- Siege

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## Basic Land -- Island

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## Instant

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| <b>Mausoleum Wanderer</b> <sup>U</sup><br>Creature -- Spirit<br>Flying<br>Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.<br>Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Mausoleum Wanderer</b> <sup>U</sup><br>Creature -- Spirit<br>Flying<br>Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.<br>Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Mausoleum Wanderer</b> <sup>U</sup><br>Creature -- Spirit<br>Flying<br>Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.<br>Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Mausoleum Wanderer</b> <sup>U</sup><br>Creature -- Spirit<br>Flying<br>Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.<br>Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Mutavault</b><br>Token Land<br>{T}: Add {C}.<br>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                | <b>Mutavault</b><br>Token Land<br>{T}: Add {C}.<br>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                | <b>No More Lies</b> <sup>W</sup> <sup>U</sup><br>Instant<br>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                       | <b>No More Lies</b> <sup>W</sup> <sup>U</sup><br>Instant<br>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                       |

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| <div><div>No More Lies</div><div><div>W</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                              | <div><div>Otawara, Soaring City</div></div> <div><div>Legendary Land</div><div>{T}: Add {U}.<br/>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.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                 | <div><div>Rattlechains</div><div><div>1</div><div>U</div></div></div> <div><div>Creature -- Spirit</div><div>Flash<br/>Flying<br/>When this creature enters, target Spirit gains hexproof until end of turn.<br/>You may cast Spirit spells as though they had flash.</div></div> <div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Rattlechains</div><div><div>1</div><div>U</div></div></div> <div><div>Creature -- Spirit</div><div>Flash<br/>Flying<br/>When this creature enters, target Spirit gains hexproof until end of turn.<br/>You may cast Spirit spells as though they had flash.</div></div> <div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Rattlechains</div><div><div>1</div><div>U</div></div></div> <div><div>Creature -- Spirit</div><div>Flash<br/>Flying<br/>When this creature enters, target Spirit gains hexproof until end of turn.<br/>You may cast Spirit spells as though they had flash.</div></div> <div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                         | <div><div>Rattlechains</div><div><div>1</div><div>U</div></div></div> <div><div>Creature -- Spirit</div><div>Flash<br/>Flying<br/>When this creature enters, target Spirit gains hexproof until end of turn.<br/>You may cast Spirit spells as though they had flash.</div></div> <div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Seachrome Coast</div></div> <div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                        |



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| <b>Spell Queller</b> (1)(W)(U)<br>Creature -- Spirit<br>Flash<br>Flying<br>When this creature enters, exile target spell with mana value 4 or less.<br>When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Spell Queller</b> (1)(W)(U)<br>Creature -- Spirit<br>Flash<br>Flying<br>When this creature enters, exile target spell with mana value 4 or less.<br>When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Spell Queller</b> (1)(W)(U)<br>Creature -- Spirit<br>Flash<br>Flying<br>When this creature enters, exile target spell with mana value 4 or less.<br>When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Supreme Phantom</b> (1)(U)<br>Creature -- Spirit<br>Flying<br>Other Spirits you control get +1/+1.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                      |
| <b>Supreme Phantom</b> (1)(U)<br>Creature -- Spirit<br>Flying<br>Other Spirits you control get +1/+1.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                      | <b>Supreme Phantom</b> (1)(U)<br>Creature -- Spirit<br>Flying<br>Other Spirits you control get +1/+1.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                      | <b>Supreme Phantom</b> (1)(U)<br>Creature -- Spirit<br>Flying<br>Other Spirits you control get +1/+1.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                      | <b>The Wandering Emperor</b> (2)(W)(W)<br>Legendary Planeswalker<br>Flash<br>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.<br>[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.<br>[-1]: Create a 2/2 white Samurai creature token with vigilance.<br>[-2]: Exile target tapped creature. You gain 2 life.<br><div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

Playtest cards - Heartofthedalek - Pioneer (Pioneer 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 7/10 - 8 cards - 2.5 x 3.5 in each

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| <div> The Wandering Emperor 2W </div> <div> Legendary Planeswalker </div> <div> Flash<br/> As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.<br/> [+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.<br/> [-1]: Create a 2/2 white Samurai creature token with vigilance.<br/> [-2]: Exile target tapped creature. You gain 2 life. </div> <div> <div>L 3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>               | <div> Wedding Announcement 2W </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> <div>BACK FACE</div> </div> <div> Wedding Festivity </div> <div> Enchantment </div> <div> Creatures you control get +1/+1. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Wedding Announcement 2W </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> <div>BACK FACE</div> </div> <div> Wedding Festivity </div> <div> Enchantment </div> <div> Creatures you control get +1/+1. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Wedding Announcement 2W </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> <div>BACK FACE</div> </div> <div> Wedding Festivity </div> <div> Enchantment </div> <div> Creatures you control get +1/+1. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> Wedding Announcement 2W </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> <div>BACK FACE</div> </div> <div> Wedding Festivity </div> <div> Enchantment </div> <div> Creatures you control get +1/+1. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Containment Priest 1W </div> <div> Creature -- Human Cleric </div> <div> Flash<br/> If a nontoken creature would enter and it wasn't cast, exile it instead. </div> <div> [sideboard] </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                  | <div> Disdainful Stroke 1U </div> <div> Instant </div> <div> Counter target spell with mana value 4 or greater. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                                                                                 | <div> Disdainful Stroke 1U </div> <div> Instant </div> <div> Counter target spell with mana value 4 or greater. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                                                                                 |

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| <div><div><div>Knockout Blow</div><div>2W</div></div><div><div>Instant</div><div>This spell costs {2} less to cast if it targets a red creature. Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Knockout Blow</div><div>2W</div></div><div><div>Instant</div><div>This spell costs {2} less to cast if it targets a red creature. Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Loran of the Third Path</div><div>2W</div></div><div><div>Legendary Creature -- Human Artificer</div><div>Vigilance<br/>When Loran enters, destroy up to one target artifact or enchantment.<br/>{T}: You and target opponent each draw a card.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>2/1</div><div>botbox.dev</div></div></div> | <div><div><div>Portable Hole</div><div>W</div></div><div><div>Artifact</div><div>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Portable Hole</div><div>W</div></div><div><div>Artifact</div><div>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>       | <div><div><div>Portable Hole</div><div>W</div></div><div><div>Artifact</div><div>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>       | <div><div><div>Portable Hole</div><div>W</div></div><div><div>Artifact</div><div>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                        | <div><div><div>Rest in Peace</div><div>1W</div></div><div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>        |

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| <b>Skyclave Apparition</b> ①④④<br>Creature -- Kor Spirit<br>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br>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.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Tishana's Tidebinder</b> ②④<br>Creature -- Merfolk Wizard<br>Flash<br>When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)<br>[sideboard]<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Tocasia's Welcome</b> ②④<br>Enchantment<br>Whenever one or more creatures you control with mana value 3 or less enter, draw a card. This ability triggers only once each turn.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Unlicensed Hearse</b> ②<br>Artifact -- Vehicle<br>{T}: Exile up to two target cards from a single graveyard.<br>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.<br>Crew 2<br>[sideboard]<br><div>*/*</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
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