

Adarkar Wastes

Land

{T}: Add {C}.
{T}: Add {W} or {U}. This land deals
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

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Hallowed Fountain

Land -- Plains Island

($\{T\}$: Add $\{W\}$ or $\{U\}$.)
As this land enters, you may pay 2
life. If you don't, it enters
tapped.

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Playtest cards - MatthewB3 - Pioneer (Pioneer Challenge 64)

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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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

Land

{T}: Add {U}.

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Battle -- Siege

(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)

When this Siege 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.

D 3

Enchantment

At the beginning of your end step, put a +1/+1 counter on each creature that attacked this turn.

Sacrifice this enchantment: Creatures you control gain hexproof and indestructible until end of turn.

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Basic Land -- Island

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

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({T}: Add {U}.)

① ②

Counter target spell unless its controller pays {1}. If you control a creature with flying, counter that spell unless its controller pays {4} instead.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Flying
Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.
Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Flying
Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.
Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

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{T}: Add {C}.
{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.

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Mutavault

Token Land

```
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W U

Instant

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.

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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.

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Otawara, Soaring City

Legendary Land

{T}: Add {U}.
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.

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Plains

Basic Land -- Plains

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

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Basic Land -- Plains

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

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①②

Creature -- Spirit

Flash
Flying
When this creature enters, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rattlechains 1 U <hr/> Creature -- Spirit <hr/> Flash Flying When this creature enters, target Spirit gains hexproof until end of turn. You may cast Spirit spells as though they had flash. <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Rattlechains 1 U <hr/> Creature -- Spirit <hr/> Flash Flying When this creature enters, target Spirit gains hexproof until end of turn. You may cast Spirit spells as though they had flash. <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Rattlechains 1 U <hr/> Creature -- Spirit <hr/> Flash Flying When this creature enters, target Spirit gains hexproof until end of turn. You may cast Spirit spells as though they had flash. <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Seachrome Coast <hr/> Land <hr/> This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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Skyclave Apparition ①①W①W 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 ①①W①W 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	Spectral Sailor ①U Creature -- Spirit Pirate Flash (You may cast this spell any time you could cast an instant.) Flying {3}{U}: Draw a card. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spectral Sailor ①U Creature -- Spirit Pirate Flash (You may cast this spell any time you could cast an instant.) Flying {3}{U}: Draw a card. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Spectral Sailor ①U Creature -- Spirit Pirate Flash (You may cast this spell any time you could cast an instant.) Flying {3}{U}: Draw a card. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Queller ①①W①U Creature -- Spirit Flash Flying When this creature enters, exile target spell with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost. <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Queller ①①W①U Creature -- Spirit Flash Flying When this creature enters, exile target spell with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost. <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Queller ①①W①U Creature -- Spirit Flash Flying When this creature enters, exile target spell with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost. <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Queller (1)(W)(U) Creature -- Spirit <hr/> Flash Flying When this creature enters, exile target spell with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost. <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Supreme Phantom (1)(U) Creature -- Spirit <hr/> Flying Other Spirits you control get +1/+1. <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Supreme Phantom (1)(U) Creature -- Spirit <hr/> Flying Other Spirits you control get +1/+1. <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Supreme Phantom (1)(U) Creature -- Spirit <hr/> Flying Other Spirits you control get +1/+1. <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Supreme Phantom (1)(U) Creature -- Spirit <hr/> Flying Other Spirits you control get +1/+1. <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	The Wandering Emperor (2)(W)(W) Legendary Planeswalker <hr/> 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>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	The Wandering Emperor (2)(W)(W) Legendary Planeswalker <hr/> 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>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	The Wandering Emperor (2)(W)(W) Legendary Planeswalker <hr/> 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>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

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<div><div><div>Knockout Blow</div><div><div>2</div><div>W</div></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><div>2</div><div>W</div></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>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>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>
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Tocasía's Welcome

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Enchantment

Whenever one or more creatures you control with mana value 3 or less enter, draw a card. This ability triggers only once each turn.

[sideboard]

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Tocasia's Welcome

② ③

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[sideboard]

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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

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[sidebar]
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