

<div>Castle Ardenvale</div> <div>Land</div> <div>This land enters tapped unless you control a Plains. {T}: Add {W}. {2}{W}{W}, {T}: Create a 1/1 white Human creature token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Censor1U</div> <div>Instant</div> <div>Counter target spell unless its controller pays {1}. Cycling {U} ({U}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Censor1U</div> <div>Instant</div> <div>Counter target spell unless its controller pays {1}. Cycling {U} ({U}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Deserted Beach</div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands. {T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Deserted Beach</div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands. {T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Deserted Beach</div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands. {T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Dovin's VetoWU</div> <div>Instant</div> <div>This spell can't be countered. Counter target noncreature spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Dovin's VetoWU</div> <div>Instant</div> <div>This spell can't be countered. Counter target noncreature spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Eiganjo, Seat of the Empire</div></div><div><div>Legendary Land</div><div>{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.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Farewell</div><div><div>4</div><div>W</div><div>W</div></div></div><div><div>Sorcery</div><div>Choose one or more -- * Exile all artifacts. * Exile all creatures. * Exile all enchantments. * Exile all graveyards.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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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. {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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Hallowed Fountain</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Hallowed Fountain</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Hallowed Fountain</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div>March of Otherworldly LightXW</div> <div>Instant</div> <div>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>March of Otherworldly LightXW</div> <div>Instant</div> <div>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>March of Otherworldly LightXW</div> <div>Instant</div> <div>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Memory Deluge2UU</div> <div>Instant</div> <div>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. Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

2 U U

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.

Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W U

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W U

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W U

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

WU

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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Basic Land -- Plains

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

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<div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Restless Anchorage</div> <div>Land</div> <div>This land enters tapped. {T}: Add {W} or {U}. {1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land. Whenever this land attacks, create a Map token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Restless Anchorage</div> <div>Land</div> <div>This land enters tapped. {T}: Add {W} or {U}. {1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land. Whenever this land attacks, create a Map token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Shark Typhoon</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>Shark Typhoon</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>Sunfall</div> <div>Sorcery</div> <div>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sunfall</div> <div>Sorcery</div> <div>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sunken Citadel</div> <div>Land -- Cave</div> <div>This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color. {T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> Supreme Verdict 1W W U </div> <div> Sorcery </div> <div> This spell can't be countered. Destroy all creatures. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Supreme Verdict 1W W U </div> <div> Sorcery </div> <div> This spell can't be countered. Destroy all creatures. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Teferi, Hero of Dominaria 3W U </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> L 4 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Teferi, Hero of Dominaria 3W U </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> L 4 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Temporary Lockdown 1W W </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Temporary Lockdown 1W W </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Temporary Lockdown 1W W </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> The Wandering Emperor 2W W </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 PLAY botbox.dev </div>

<p>The Wandering Emperor (2)(W)(W)</p> <p>Legendary Planeswalker</p> <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> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>The Wandering Emperor (2)(W)(W)</p> <p>Legendary Planeswalker</p> <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> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Three Steps Ahead (U)</p> <p>Instant</p> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1}{U} -- Counter target spell.</p> <p>+ {3} -- Create a token that's a copy of target artifact or creature you control.</p> <p>+ {2} -- Draw two cards, then discard a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Three Steps Ahead (U)</p> <p>Instant</p> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1}{U} -- Counter target spell.</p> <p>+ {3} -- Create a token that's a copy of target artifact or creature you control.</p> <p>+ {2} -- Draw two cards, then discard a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Kaheera, the Orphanguard (1)(G/W)(G/W)</p> <p>Legendary Creature -- Cat Beast</p> <p>Companion -- Each creature card in your starting deck is a Cat, Elemental, Nightmare, Dinosaur, or Beast card. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)</p> <p>Vigilance</p> <p>Each other creature you control that's a Cat, Elemental, Nightmare, Dinosaur, or Beast gets +1/+1 and has vigilance.</p> <p>[sideboard]</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Kutzil's Flanker (2)(W)</p> <p>Creature -- Cat Warrior</p> <p>Flash</p> <p>When this creature enters, choose one --</p> <p>* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.</p> <p>* You gain 2 life and scry 2.</p> <p>* Exile target player's graveyard.</p> <p>[sideboard]</p> <p>3/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Kutzil's Flanker (2)(W)</p> <p>Creature -- Cat Warrior</p> <p>Flash</p> <p>When this creature enters, choose one --</p> <p>* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.</p> <p>* You gain 2 life and scry 2.</p> <p>* Exile target player's graveyard.</p> <p>[sideboard]</p> <p>3/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Kutzil's Flanker (2)(W)</p> <p>Creature -- Cat Warrior</p> <p>Flash</p> <p>When this creature enters, choose one --</p> <p>* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.</p> <p>* You gain 2 life and scry 2.</p> <p>* Exile target player's graveyard.</p> <p>[sideboard]</p> <p>3/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - Habs11 - 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 8/10 - 8 cards - 2.5 x 3.5 in each

<div> <div>Kutzil's Flanker</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Cat Warrior</div> <div>Flash</div> <div>When this creature enters, choose one --</div> <div>* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.</div> <div>* You gain 2 life and scry 2.</div> <div>* Exile target player's graveyard.</div> <div>[sideboard]</div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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.</div> <div>Counter target spell unless its controller pays {3}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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.</div> <div>Counter target spell unless its controller pays {3}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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.</div> <div>Counter target spell unless its controller pays {3}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Regal Caracal</div> <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Cat</div> <div>Other Cats you control get +1/+1 and have lifelink. (Damage dealt by those creatures also causes you to gain that much life.)</div> <div>When this creature enters, create two 1/1 white Cat creature tokens with lifelink.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Regal Caracal</div> <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Cat</div> <div>Other Cats you control get +1/+1 and have lifelink. (Damage dealt by those creatures also causes you to gain that much life.)</div> <div>When this creature enters, create two 1/1 white Cat creature tokens with lifelink.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Regal Caracal</div> <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Cat</div> <div>Other Cats you control get +1/+1 and have lifelink. (Damage dealt by those creatures also causes you to gain that much life.)</div> <div>When this creature enters, create two 1/1 white Cat creature tokens with lifelink.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

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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

5 U

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.

[sidebar]

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⑤ ⑥

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev