

<div><div>Adarkar Wastes</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {U}. This land deals 1 damage to you.</div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Adarkar Wastes</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {U}. This land deals 1 damage to you.</div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Adarkar Wastes</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {U}. This land deals 1 damage to you.</div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Deduce</div><div>Instant</div><div><div>1</div><div>U</div></div><div>Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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<div><div>Demolition Field</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Demolition Field</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Demolition Field</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Destroy Evil<div>1W</div></div><div>Instant</div><div><p>Choose one --</p><p>* Destroy target creature with toughness 4 or greater.</p><p>* Destroy target enchantment.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Ezrim, Agency Chief<div>1WWWUU</div></div><div>Legendary Creature -- Archon Detective</div><div><p>Flying</p><p>When Ezrim enters, investigate twice. (To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</p><p>{1}, Sacrifice an artifact: Ezrim gains your choice of vigilance, lifelink, or hexproof until end of turn.</p></div><div><div>5/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Fabled Passage</div><div>Land</div><div><p>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Fabled Passage</div><div>Land</div><div><p>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Fabled Passage</div><div>Land</div><div><p>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Get Lost</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Get Lost</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Get Lost</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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Card

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land - - Sphere

{T}: Add {C}.
{T}: Add one mana of any color.
Activate only if this land entered this turn.
{3}, {T}: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." (Players dealt combat damage by it also get a poison counter.)

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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 4/10 - 8 cards - 2.5 x 3.5 in each

<div>No More Lies</div> <div><div>W</div><div>U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>No More Lies</div> <div><div>W</div><div>U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>No More Lies</div> <div><div>W</div><div>U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>No More Lies</div> <div><div>W</div><div>U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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<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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>The Eternal Wanderer (4WW)</div> <div>Legendary Planeswalker</div> <div>No more than one creature can attack The Eternal Wanderer each combat. [+1]: Exile up to one target artifact or creature. Return that card to the battlefield under its owner's control at the beginning of that player's next end step. [0]: Create a 2/2 white Samurai creature token with double strike. [-4]: For each player, choose a creature that player controls. Each player sacrifices all creatures they control not chosen this way.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Three Steps Ahead (U)</div> <div>Instant</div> <div>Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Three Steps Ahead (U)</div> <div>Instant</div> <div>Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div> <div>Three Steps Ahead</div> <div>Instant</div> <div> Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Three Steps Ahead</div> <div>Instant</div> <div> Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Tishana's Tidebinder</div> <div>Creature -- Merfolk Wizard</div> <div> Flash 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.) </div> <div> <div>3/2</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div>Tishana's Tidebinder</div> <div>Creature -- Merfolk Wizard</div> <div> Flash 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.) </div> <div> <div>3/2</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>
<div> <div>Change the Equation</div> <div>Instant</div> <div> Choose one -- * Counter target spell with mana value 2 or less. * Counter target red or green spell with mana value 6 or less. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Change the Equation</div> <div>Instant</div> <div> Choose one -- * Counter target spell with mana value 2 or less. * Counter target red or green spell with mana value 6 or less. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Chrome Host Seedshark</div> <div>Creature -- Phyrexian Shark</div> <div> Flying Whenever you cast a noncreature spell, incubate X, where X is that spell's mana value. (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>[sideboard]</div> <div> <div>2/4</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div>Chrome Host Seedshark</div> <div>Creature -- Phyrexian Shark</div> <div> Flying Whenever you cast a noncreature spell, incubate X, where X is that spell's mana value. (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>[sideboard]</div> <div> <div>2/4</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>

<div> Disdainful Stroke 1U </div> <div> Instant </div> <div> Counter target spell with mana value 4 or greater. </div> <div> [sideboard] </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Dust Animus 1W </div> <div> Creature -- Spirit </div> <div> Flying If you control five or more untapped lands, this creature enters with two +1/+1 counters and a lifelink counter on it. Plot {1}{W} (You may pay {1}{W} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) </div> <div> [sideboard] </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Dust Animus 1W </div> <div> Creature -- Spirit </div> <div> Flying If you control five or more untapped lands, this creature enters with two +1/+1 counters and a lifelink counter on it. Plot {1}{W} (You may pay {1}{W} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) </div> <div> [sideboard] </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Dust Animus 1W </div> <div> Creature -- Spirit </div> <div> Flying If you control five or more untapped lands, this creature enters with two +1/+1 counters and a lifelink counter on it. Plot {1}{W} (You may pay {1}{W} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) </div> <div> [sideboard] </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Elesh Norn, Mother of Machines 4W </div> <div> Legendary Creature -- Phyrexian Praetor </div> <div> Vigilance If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. Permanents entering don't cause abilities of permanents your opponents control to trigger. </div> <div> [sideboard] </div> <div> <div>4/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Kutzil's Flanker 2W </div> <div> Creature -- Cat Warrior </div> <div> Flash When this creature enters, choose one -- * Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn. * You gain 2 life and scry 2. * Exile target player's graveyard. </div> <div> [sideboard] </div> <div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Loran of the Third Path 2W </div> <div> Legendary Creature -- Human Artificer </div> <div> Vigilance When Loran enters, destroy up to one target artifact or enchantment. {T}: You and target opponent each draw a card. </div> <div> [sideboard] </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Negate 1U </div> <div> Instant </div> <div> Counter target noncreature spell. </div> <div> [sideboard] </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div><div><div>Negate</div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div></div><div><div>1</div><div>U</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>Enchantment</div><div>When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div></div><div><div>1</div><div>W</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Temporary Lockdown</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><div><div>1</div><div>W</div><div>W</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	
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