

<div><div><div>Aclazotz, Deepest Betrayal</div><div>Card</div></div><div></div><div><div>----- OTHER FACE -----</div><div>Aclazotz, Deepest Betrayal</div><div>Card</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Caves of Koilos</div><div>Land</div></div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {B}. This land deals 1 damage to you.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div><div>Cut Down</div><div>B</div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cut Down</div><div>B</div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cut Down</div><div>B</div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Darkslick Shores</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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Playtest cards - Arianne - Standard (Standard Challenge 32)

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 3/10 - 8 cards - 2.5 x 3.5 in each

Ottawara, Soaring City <hr/> Legendary Land <hr/> <p>{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.</p> <div>1/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Raffine, Scheming Seer (W)(U)(B) <hr/> Legendary Creature -- Sphinx Demon <hr/> <p>Flying, ward {1} Whenever you attack, target attacking creature connives X, where X is the number of attacking creatures. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.)</p> <div>1/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Raffine, Scheming Seer (W)(U)(B) <hr/> Legendary Creature -- Sphinx Demon <hr/> <p>Flying, ward {1} Whenever you attack, target attacking creature connives X, where X is the number of attacking creatures. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.)</p> <div>1/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Raffine, Scheming Seer (W)(U)(B) <hr/> Legendary Creature -- Sphinx Demon <hr/> <p>Flying, ward {1} Whenever you attack, target attacking creature connives X, where X is the number of attacking creatures. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.)</p> <div>1/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
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Restless Anchorage

Land

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seachrome Coast

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {W} or {U}.

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Seachrome Coast

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shattered Sanctum

Land

This land enters tapped unless you control two or more other lands.
{T}: Add {W} or {B}.

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This land enters tapped unless you control two or more other lands.
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Takenuma, Abandoned Mire

Legendary Land

{T}: Add {B}.
Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.

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The Wandering Emperor (2)(W)(W)

Legendary Planeswalker

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

L 3

<div> <div>The Wandering Emperor (2)(W)(W)</div> <div> <div>Legendary Planeswalker</div> <div>Flash</div> <div>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.</div> <div>[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.</div> <div>[-1]: Create a 2/2 white Samurai creature token with vigilance.</div> <div>[-2]: Exile target tapped creature. You gain 2 life.</div> <div>L 3</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>The Wandering Emperor (2)(W)(W)</div> <div> <div>Legendary Planeswalker</div> <div>Flash</div> <div>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.</div> <div>[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.</div> <div>[-1]: Create a 2/2 white Samurai creature token with vigilance.</div> <div>[-2]: Exile target tapped creature. You gain 2 life.</div> <div>L 3</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Tishana's Tidebinder (2)(U)</div> <div> <div>Creature -- Merfolk Wizard</div> <div>Flash</div> <div>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>3/2</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Tishana's Tidebinder (2)(U)</div> <div> <div>Creature -- Merfolk Wizard</div> <div>Flash</div> <div>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>3/2</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div> <div>Underground River</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {U} or {B}. This land deals 1 damage to you.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Underground River</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {U} or {B}. This land deals 1 damage to you.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Virtue of Loyalty (3)(W)(W)</div> <div> <div>Enchantment</div> <div>At the beginning of your end step, put a +1/+1 counter on each creature you control. Untap those creatures.</div> <div>----- ADVENTURE -----</div> <div> <div>Ardenvale Fealty (1)(W)</div> <div>Instant -- Adventure</div> <div>Create a 2/2 white Knight creature token with vigilance. (Then exile this card. You may cast the enchantment later from exile.)</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Virtue of Loyalty (3)(W)(W)</div> <div> <div>Enchantment</div> <div>At the beginning of your end step, put a +1/+1 counter on each creature you control. Untap those creatures.</div> <div>----- ADVENTURE -----</div> <div> <div>Ardenvale Fealty (1)(W)</div> <div>Instant -- Adventure</div> <div>Create a 2/2 white Knight creature token with vigilance. (Then exile this card. You may cast the enchantment later from exile.)</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div><div><div>Wedding Announcement</div><div>2W</div></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>----- BACK FACE -----</div><div><div>Wedding Festivity</div><div>Enchantment</div><div>Creatures you control get +1/+1.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Wedding Announcement</div><div>2W</div></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>----- BACK FACE -----</div><div><div>Wedding Festivity</div><div>Enchantment</div><div>Creatures you control get +1/+1.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Wedding Announcement</div><div>2W</div></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>----- BACK FACE -----</div><div><div>Wedding Festivity</div><div>Enchantment</div><div>Creatures you control get +1/+1.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Wedding Announcement</div><div>2W</div></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>----- BACK FACE -----</div><div><div>Wedding Festivity</div><div>Enchantment</div><div>Creatures you control get +1/+1.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile all graveyards.</p> <p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile all graveyards.</p> <p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Tishana's Tidebinder</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Wizard</div> <div> <div>Flash</div> <p>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.)</p> <p>[sideboard]</p> </div> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	

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