

<div><div><div>Discontinuity</div><div>3UUU</div></div><div>Instant</div><div><p>During your turn, this spell costs {2}{U}{U} less to cast.</p><p>End the turn. (Exile all spells and abilities from the stack, including this card. The player whose turn it is discards down to their maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Discontinuity</div><div>3UUU</div></div><div>Instant</div><div><p>During your turn, this spell costs {2}{U}{U} less to cast.</p><p>End the turn. (Exile all spells and abilities from the stack, including this card. The player whose turn it is discards down to their maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Discontinuity</div><div>3UUU</div></div><div>Instant</div><div><p>During your turn, this spell costs {2}{U}{U} less to cast.</p><p>End the turn. (Exile all spells and abilities from the stack, including this card. The player whose turn it is discards down to their maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Discontinuity</div><div>3UUU</div></div><div>Instant</div><div><p>During your turn, this spell costs {2}{U}{U} less to cast.</p><p>End the turn. (Exile all spells and abilities from the stack, including this card. The player whose turn it is discards down to their maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Eiganjo, Seat of the Empire</div><div>Legendary Land</div></div><div><p>{T}: Add {W}.</p><p>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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Farewell</div><div>4WW</div></div><div>Sorcery</div><div><p>Choose one or more --</p><ul style="list-style-type: none">* Exile all artifacts.* Exile all creatures.* Exile all enchantments.* Exile all graveyards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Gates of Istfell</div><div>Land</div></div><div><p>This land enters tapped.</p><p>{T}: Add {W}.</p><p>{2}{W}{U}{U}, {T}, Sacrifice this land: You gain 2 life and draw two cards.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Gates of Istfell</div><div>Land</div></div><div><p>This land enters tapped.</p><p>{T}: Add {W}.</p><p>{2}{W}{U}{U}, {T}, Sacrifice this land: You gain 2 life and draw two cards.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<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>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>
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<div><div><div>Jwari Disruption</div><div>Instant</div><div>Counter target spell unless its controller pays {1}.</div></div><div><div>BACK FACE</div></div><div><div>Jwari Ruins</div><div>Land</div><div>This land enters tapped. {T}: Add {U}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Jwari Disruption</div><div>Instant</div><div>Counter target spell unless its controller pays {1}.</div></div><div><div>BACK FACE</div></div><div><div>Jwari Ruins</div><div>Land</div><div>This land enters tapped. {T}: Add {U}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Jwari Disruption</div><div>Instant</div><div>Counter target spell unless its controller pays {1}.</div></div><div><div>BACK FACE</div></div><div><div>Jwari Ruins</div><div>Land</div><div>This land enters tapped. {T}: Add {U}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Jwari Disruption</div><div>Instant</div><div>Counter target spell unless its controller pays {1}.</div></div><div><div>BACK FACE</div></div><div><div>Jwari Ruins</div><div>Land</div><div>This land enters tapped. {T}: Add {U}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Lotus Field</div><div>Land</div><div>Hexproof This land enters tapped. When this land enters, sacrifice two lands. {T}: Add three mana of any one color.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Lotus Field</div><div>Land</div><div>Hexproof This land enters tapped. When this land enters, sacrifice two lands. {T}: Add three mana of any one color.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Lotus Field</div><div>Land</div><div>Hexproof This land enters tapped. When this land enters, sacrifice two lands. {T}: Add three mana of any one color.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Lotus Field</div><div>Land</div><div>Hexproof This land enters tapped. When this land enters, sacrifice two lands. {T}: Add three mana of any one color.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div> Memory Deluge 2UU </div> <div>Instant</div> <div> <p>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.</p> <p>Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Memory Deluge 2UU </div> <div>Instant</div> <div> <p>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.</p> <p>Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Memory Deluge 2UU </div> <div>Instant</div> <div> <p>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.</p> <p>Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Memory Deluge 2UU </div> <div>Instant</div> <div> <p>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.</p> <p>Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Narset, Parter of Veils 1UU </div> <div>Legendary Planeswalker -- Narset</div> <div> <p>Each opponent can't draw more than one card each turn.</p> <p>[-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p> </div> <div> <div>L 5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Ondu Inversion 6W </div> <div>Sorcery</div> <div> <p>Destroy all nonland permanents.</p> </div> <div> ----- - - - BACK FACE - - - </div> <div> Ondu Skyruins </div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {W}.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Otawara, Soaring City </div> <div>Legendary Land</div> <div> <p>{T}: Add {U}.</p> <p>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> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Plains </div> <div>Basic Land -- Plains</div> <div> <p>({T}: Add {W}.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

Playtest cards - Flossing - Pioneer (Pioneer 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 5/10 - 8 cards - 2.5 x 3.5 in each

<div>Settle the Wreckage (2)(W)(W)</div> <div>Instant</div> <div>Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Settle the Wreckage (2)(W)(W)</div> <div>Instant</div> <div>Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Settle the Wreckage (2)(W)(W)</div> <div>Instant</div> <div>Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Settle the Wreckage (2)(W)(W)</div> <div>Instant</div> <div>Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Sunfall (3)(W)(W)</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>Tale's End (1)(U)</div> <div>Instant</div> <div>Counter target activated ability, triggered ability, or legendary spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Tale's End (1)(U)</div> <div>Instant</div> <div>Counter target activated ability, triggered ability, or legendary spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Tale's End (1)(U)</div> <div>Instant</div> <div>Counter target activated ability, triggered ability, or legendary spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Tale's End</div><div>1U</div></div><div>Instant</div><div>Counter target activated ability, triggered ability, or legendary spell.</div><div><div>L4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Teferi, Hero of Dominaria</div><div>3WU</div></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><div>L4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Teferi, Hero of Dominaria</div><div>3WU</div></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><div>L4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Teferi, Hero of Dominaria</div><div>3WU</div></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><div>L4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div>Thespian's Stage</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{2}, {T}: This land becomes a copy of target land, except it has this ability.</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>The Wandering Emperor</div> <div>2WW</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></div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Three Steps Ahead</div> <div>U</div> <div>Instant</div> <div>Spree (Choose one or more additional costs.)</div> <div>+ {1}{U} -- Counter target spell.</div> <div>+ {3} -- Create a token that's a copy of target artifact or creature you control.</div> <div>+ {2} -- Draw two cards, then discard a card.</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Three Steps Ahead</div> <div>U</div> <div>Instant</div> <div>Spree (Choose one or more additional costs.)</div> <div>+ {1}{U} -- Counter target spell.</div> <div>+ {3} -- Create a token that's a copy of target artifact or creature you control.</div> <div>+ {2} -- Draw two cards, then discard a card.</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Aether Gust</div> <div>1U</div> <div>Instant</div> <div>Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.</div> <div>[sideboard]</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Aether Gust</div> <div>1U</div> <div>Instant</div> <div>Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.</div> <div>[sideboard]</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Ashiok, Dream Render</div> <div>1U/B/U/B</div> <div>Legendary Planeswalker -- Ashiok</div> <div>Spells and abilities your opponents control can't cause their controller to search their library.</div> <div>[-1]: Target player mills four cards. Then exile each opponent's graveyard.</div> <div>[sideboard]</div> <div></div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Blessed Alliance</div> <div>1W</div> <div>Instant</div> <div>Escalate {2} (Pay this cost for each mode chosen beyond the first.)</div> <div>Choose one or more --</div> <div>* Target player gains 4 life.</div> <div>* Untap up to two target creatures.</div> <div>* Target opponent sacrifices an attacking creature of their choice.</div> <div>[sideboard]</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Blessed Alliance</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>Escalate {2} (Pay this cost for each mode chosen beyond the first.) Choose one or more -- * Target player gains 4 life. * Untap up to two target creatures. * Target opponent sacrifices an attacking creature of their choice.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Blessed Alliance</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>Escalate {2} (Pay this cost for each mode chosen beyond the first.) Choose one or more -- * Target player gains 4 life. * Untap up to two target creatures. * Target opponent sacrifices an attacking creature of their choice.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Blessed Alliance</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>Escalate {2} (Pay this cost for each mode chosen beyond the first.) Choose one or more -- * Target player gains 4 life. * Untap up to two target creatures. * Target opponent sacrifices an attacking creature of their choice.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Kaheera, the Orphanguard</div><div><div>1</div><div>6/W</div><div>6/W</div></div></div><div><div>Legendary Creature -- Cat Beast</div><div>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.) Vigilance Each other creature you control that's a Cat, Elemental, Nightmare, Dinosaur, or Beast gets +1/+1 and has vigilance.</div><div>[sideboard]</div></div><div><div>3/2</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>	<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>

<div> <div>Narset's Reversal</div> <div> <div>U</div> <div>U</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Unlicensed Hearse</div> <div> <div>2</div> </div> </div> <div>Artifact -- Vehicle</div> <div>{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</div> <div>[sideboard]</div> <div> <div>*/*</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Unlicensed Hearse</div> <div> <div>2</div> </div> </div> <div>Artifact -- Vehicle</div> <div>{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</div> <div>[sideboard]</div> <div> <div>*/*</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	
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