

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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Get Lost

① W

Instant

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.")

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Hallowed Fountain

Land -- Plains Island

As this land enters, you may pay 2 life. If you don't, it enters tapped.

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<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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Hengegate Pathway</div><div>Land</div><div>{T}: Add {W}.</div></div><div>-----BACK FACE-----</div><div><div><div>Mistgate Pathway</div><div>Land</div><div>{T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
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<div> <div>Invasion of Gobakhan</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Battle -- Siege</div> <div> <p>(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.)</p> <p>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.</p> </div> <div> <div>D</div> <div>3</div> </div> </div> <div> <div>BACK FACE</div> <div> <div>Lightshield Array</div> <div>Enchantment</div> <p>At the beginning of your end step, put a +1/+1 counter on each creature that attacked this turn.</p> <p>Sacrifice this enchantment: Creatures you control gain hexproof and indestructible until end of turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Invasion of Gobakhan</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Battle -- Siege</div> <div> <p>(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.)</p> <p>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.</p> </div> <div> <div>D</div> <div>3</div> </div> </div> <div> <div>BACK FACE</div> <div> <div>Lightshield Array</div> <div>Enchantment</div> <p>At the beginning of your end step, put a +1/+1 counter on each creature that attacked this turn.</p> <p>Sacrifice this enchantment: Creatures you control gain hexproof and indestructible until end of turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Island</div> </div> <div> <div>Basic Land -- Island</div> <div> <p>{T}: Add {U}.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Island</div> </div> <div> <div>Basic Land -- Island</div> <div> <p>{T}: Add {U}.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Katilda, Dawnhart Martyr</div> <div>Card</div> </div> <div> <div>OTHER FACE</div> <div> <div>Katilda, Dawnhart Martyr</div> <div>Card</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Katilda, Dawnhart Martyr</div> <div>Card</div> </div> <div> <div>OTHER FACE</div> <div> <div>Katilda, Dawnhart Martyr</div> <div>Card</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Mausoleum Wanderer</div> <div>U</div> </div> <div> <div>Creature -- Spirit</div> <div> <p>Flying</p> <p>Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.</p> <p>Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power.</p> </div> <div> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Mausoleum Wanderer</div> <div>U</div> </div> <div> <div>Creature -- Spirit</div> <div> <p>Flying</p> <p>Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.</p> <p>Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power.</p> </div> <div> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

Mausoleum Wanderer  <hr/> Creature -- Spirit <hr/> 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. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Mausoleum Wanderer  <hr/> Creature -- Spirit <hr/> 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. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Mutavault <hr/> Token Land <hr/> {T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Mutavault <hr/> Token Land <hr/> {T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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<div> <div>No More Lies</div> <div> <div>W</div> <div>U</div> </div> </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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Otawara, Soaring City</div> </div> <div> <div>Legendary Land</div> <div>{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.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Plains</div> </div> <div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Rattlechains</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Spirit</div> <div>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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> <div> <div>2/1</div> </div>
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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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.

2/3

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When this creature enters, exile
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Spell Queller (1)(W)(U) 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 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	Supreme Phantom (1)(U) Creature -- Spirit Flying Other Spirits you control get +1/+1. <div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Supreme Phantom (1)(U) Creature -- Spirit Flying Other Spirits you control get +1/+1. <div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Supreme Phantom (1)(U) Creature -- Spirit Flying Other Spirits you control get +1/+1. <div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Supreme Phantom (1)(U) Creature -- Spirit Flying Other Spirits you control get +1/+1. <div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. <div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. <div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tishana's Tidebinder (2)(U)

Creature -- Merfolk Wizard

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.)

[sideboard]

3/2

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Tocasia's Welcome (2)(W)

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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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

[sideboard]

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