

<div><div>Adarkar Wastes</div><div>Land</div><div>{T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Adarkar Wastes</div><div>Land</div><div>{T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Adarkar Wastes</div><div>Land</div><div>{T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Adarkar Wastes</div><div>Land</div><div>{T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Eiganjo, Seat of the Empire</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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><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> Invasion of Gobakhan 1W </div> <div> Battle -- Siege </div> <div> (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.) 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. </div> <div> <div>D 3</div> </div> <div> <div>BACK FACE</div> </div> <div> Lightshield Array </div> <div> Enchantment </div> <div> At the beginning of your end step, put a +1/+1 counter on each creature that attacked this turn. Sacrifice this enchantment: Creatures you control gain hexproof and indestructible until end of turn. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div>	<div> Island </div> <div> Basic Land -- Island </div> <div> ({T}: Add {U}.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div>	<div> Island </div> <div> Basic Land -- Island </div> <div> ({T}: Add {U}.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div>	<div> Katilda, Dawnhart Martyr </div> <div> Card </div> <div> <div>OTHER FACE</div> </div> <div> Katilda, Dawnhart Martyr </div> <div> Card </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div>
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Playtest cards - Succulent - 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 3/10 - 8 cards - 2.5 x 3.5 in each

<div> <div>Mausoleum Wanderer</div> <div> <div>U</div> </div> </div> <div> <div>Creature -- Spirit</div> <div> <div>Flying</div> <div>Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.</div> <div>Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Mausoleum Wanderer</div> <div> <div>U</div> </div> </div> <div> <div>Creature -- Spirit</div> <div> <div>Flying</div> <div>Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.</div> <div>Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Mutavault</div> </div> <div> <div>Token Land</div> <div> <div>{T}: Add {C}.</div> <div>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Mutavault</div> </div> <div> <div>Token Land</div> <div> <div>{T}: Add {C}.</div> <div>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
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<div><div>Otawara, Soaring City</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Rattlechains</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>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Rattlechains</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>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div>Spectral Sailor U</div> <div>Creature -- Spirit Pirate</div> <div>Flash (You may cast this spell any time you could cast an instant.) Flying {3}{U}: Draw a card.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Spectral Sailor U</div> <div>Creature -- Spirit Pirate</div> <div>Flash (You may cast this spell any time you could cast an instant.) Flying {3}{U}: Draw a card.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Spell Queller 1WU</div> <div>Creature -- Spirit</div> <div>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> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Spell Queller 1WU</div> <div>Creature -- Spirit</div> <div>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> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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

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<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>
<div><div><div>Aether Gust</div><div>1U</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Disdainful Stroke</div><div>1U</div></div><div>Instant</div><div>Counter target spell with mana value 4 or greater.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Disdainful Stroke</div><div>1U</div></div><div>Instant</div><div>Counter target spell with mana value 4 or greater.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Knockout Blow</div><div>2W</div></div><div>Instant</div><div>This spell costs {2} less to cast if it targets a red creature. Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>March of Otherworldly Light</div><div><div>X</div><div>W</div></div></div><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>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Portable Hole</div><div>W</div></div><div><div>Artifact</div><div>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Portable Hole</div><div>W</div></div><div><div>Artifact</div><div>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Portable Hole</div><div>W</div></div><div><div>Artifact</div><div>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Portable Hole</div><div>W</div></div><div><div>Artifact</div><div>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</div><div>[sideboard]</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>1W</div></div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Rest in Peace</div><div>1W</div></div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Skyclave Apparition</div><div>1W</div><div>W</div></div><div><div>Creature -- Kor Spirit</div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div><div><div>2/2</div></div></div>

<div><div><div>Tocasias Welcome</div><div>2W</div></div><div>Enchantment</div><div>Whenever one or more creatures you control with mana value 3 or less enter, draw a card. This ability triggers only once each turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Tocasias Welcome</div><div>2W</div></div><div>Enchantment</div><div>Whenever one or more creatures you control with mana value 3 or less enter, draw a card. This ability triggers only once each turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Unlicensed Hearse</div><div>2</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	
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