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| <div><div><div>Aether Vial</div><div>Artifact</div><div>At the beginning of your upkeep, you may put a charge counter on this artifact.<br/>{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Aether Vial</div><div>Artifact</div><div>At the beginning of your upkeep, you may put a charge counter on this artifact.<br/>{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Aether Vial</div><div>Artifact</div><div>At the beginning of your upkeep, you may put a charge counter on this artifact.<br/>{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Aether Vial</div><div>Artifact</div><div>At the beginning of your upkeep, you may put a charge counter on this artifact.<br/>{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Flagstones of Trokair</div><div>Legendary Land</div><div>{T}: Add {W}.<br/>When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div><div>Flagstones of Trokair</div><div>Legendary Land</div><div>{T}: Add {W}.<br/>When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div><div>Flickerwisp</div><div>Creature -- Elemental</div><div>Flying<br/>When this creature enters, exile another target permanent. Return that card to the battlefield under its owner's control at the beginning of the next end step.</div><div>3/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             | <div><div><div>Flickerwisp</div><div>Creature -- Elemental</div><div>Flying<br/>When this creature enters, exile another target permanent. Return that card to the battlefield under its owner's control at the beginning of the next end step.</div><div>3/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             |

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| <b>Flickerwisp</b> (1)(W)(W)<br>Creature -- Elemental<br>Flying<br>When this creature enters, exile another target permanent. Return that card to the battlefield under its owner's control at the beginning of the next end step.<br>3/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Flickerwisp</b> (1)(W)(W)<br>Creature -- Elemental<br>Flying<br>When this creature enters, exile another target permanent. Return that card to the battlefield under its owner's control at the beginning of the next end step.<br>3/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Kaldra Compleat</b> (7)<br>Legendary Artifact -- Equipment<br>Living weapon<br>Indestructible<br>Equipped creature gets +5/+5 and has first strike, trample, indestructible, haste, and "Whenever this creature deals combat damage to a creature, exile that creature."<br>Equip {7}<br>7<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                     | <b>Karakas</b><br>Legendary Land<br>{T}: Add {W}.<br>{T}: Return target legendary creature to its owner's hand.<br>1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                |
| <b>Karakas</b><br>Legendary Land<br>{T}: Add {W}.<br>{T}: Return target legendary creature to its owner's hand.<br>1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                      | <b>Karakas</b><br>Legendary Land<br>{T}: Add {W}.<br>{T}: Return target legendary creature to its owner's hand.<br>1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                      | <b>Lion Sash</b> (1)(W)<br>Artifact Creature -- Equipment Cat<br>{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on this permanent.<br>Equipped creature gets +1/+1 for each +1/+1 counter on this Equipment.<br>Reconfigure {2} ({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Mother of Runes</b> (W)<br>Creature -- Human Cleric<br>{T}: Target creature you control gains protection from the color of your choice until end of turn.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Mother of Runes</div><div>W</div><div>Creature -- Human Cleric</div><div>{T}: Target creature you control gains protection from the color of your choice until end of turn.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mother of Runes</div><div>W</div><div>Creature -- Human Cleric</div><div>{T}: Target creature you control gains protection from the color of your choice until end of turn.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mother of Runes</div><div>W</div><div>Creature -- Human Cleric</div><div>{T}: Target creature you control gains protection from the color of your choice until end of turn.</div><div>1/1</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>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</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>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</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> |

## Plains

## Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Artifact -- Equipment

When this Equipment enters, return target creature card with mana value 3 or less from your graveyard to the battlefield and attach this Equipment to it.  
Equipped creature gets +2/+2 and has vigilance.  
Equip {3}

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② ② W

Creature -- Human Soldier

When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.

1/1

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② ③

Creature -- Human Soldier

When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.

1/1

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## Rishadan Port

Land

{T}: Add {C}.  
{1}, {T}: Tap target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rishadan Port

Land

{T}: Add {C}.  
{1}, {T}: Tap target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rishadan Port

Land

$\{T\}$ : Add  $\{C\}$ .  
 $\{1\}, \{T\}$ : Tap target land.

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| <div> <b>Rishadan Port</b> </div> <div> Land </div> <div> {T}: Add {C}.<br/> {1}, {T}: Tap target land. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                            | <div> <b>Skyclave Apparition</b> </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.<br/> 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> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Skyclave Apparition</b> </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.<br/> 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> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Solitude</b> </div> <div> Creature -- Elemental Incarnation </div> <div> Flash<br/> Lifelink<br/> When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/> Evoke--Exile a white card from your hand. </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> |
| <div> <b>Spirit of the Labyrinth</b> </div> <div> Enchantment Creature -- Spirit </div> <div> Each player can't draw more than one card each turn. </div> <div> <div>3/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Spirit of the Labyrinth</b> </div> <div> Enchantment Creature -- Spirit </div> <div> Each player can't draw more than one card each turn. </div> <div> <div>3/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                                                                                              | <div> <b>Spirit of the Labyrinth</b> </div> <div> Enchantment Creature -- Spirit </div> <div> Each player can't draw more than one card each turn. </div> <div> <div>3/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                                                                                              | <div> <b>Spirit of the Labyrinth</b> </div> <div> Enchantment Creature -- Spirit </div> <div> Each player can't draw more than one card each turn. </div> <div> <div>3/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                    |

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|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Stoneforge Mystic<div><div>1</div><div>W</div></div></div><div>Creature -- Kor Artificer</div><div>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br/>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stoneforge Mystic<div><div>1</div><div>W</div></div></div><div>Creature -- Kor Artificer</div><div>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br/>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stoneforge Mystic<div><div>1</div><div>W</div></div></div><div>Creature -- Kor Artificer</div><div>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br/>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stoneforge Mystic<div><div>1</div><div>W</div></div></div><div>Creature -- Kor Artificer</div><div>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br/>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Swords to Plowshares<div><div>W</div></div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                       | <div><div>Swords to Plowshares<div><div>W</div></div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                       | <div><div>Swords to Plowshares<div><div>W</div></div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                       | <div><div>Swords to Plowshares<div><div>W</div></div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                       |

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| <div>Thalia, Guardian of Thraben 1W</div> <div>Legendary Creature -- Human Soldier</div> <div>First strike<br/>Noncreature spells cost {1} more to cast.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                             | <div>Thalia, Guardian of Thraben 1W</div> <div>Legendary Creature -- Human Soldier</div> <div>First strike<br/>Noncreature spells cost {1} more to cast.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thalia, Guardian of Thraben 1W</div> <div>Legendary Creature -- Human Soldier</div> <div>First strike<br/>Noncreature spells cost {1} more to cast.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thalia, Guardian of Thraben 1W</div> <div>Legendary Creature -- Human Soldier</div> <div>First strike<br/>Noncreature spells cost {1} more to cast.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Umezawa's Jitte 2</div> <div>Legendary Artifact -- Equipment</div> <div>Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte. Remove a charge counter from Umezawa's Jitte: Choose one --<br/>* Equipped creature gets +2/+2 until end of turn.<br/>* Target creature gets -1/-1 until end of turn.<br/>* You gain 2 life.<br/>Equip {2}</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wasteland</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                     | <div>Wasteland</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                     | <div>Wasteland</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                     |

Land

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{T}: Add {C}.

{T}, Sacrifice this land: Destroy target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Creature -- Human Warlock

---

When this creature enters, destroy target artifact or enchantment an opponent controls.

2/2

BACK FACE

Land

---

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Creature -- Human Warlock

---

When this creature enters, destroy target artifact or enchantment an opponent controls.

2/2

BACK FACE

| Land                                                                                   |
|----------------------------------------------------------------------------------------|
| As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. |

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Creature -- Human Warlock

---

When this creature enters, destroy target artifact or enchantment an opponent controls.

2/2

- - - - -  
- - - BACK FACE - - -

Land

---

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

## Sorcery

Each player chooses from among the permanents they control an artifact, a creature, an enchantment, and a land, then sacrifices the rest.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

## Sorcery

Each player chooses from among the permanents they control an artifact, a creature, an enchantment, and a land, then sacrifices the rest.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

## Creature -- Human Cleric

Flash

If a nontoken creature would enter and it wasn't cast, exile it instead.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

|                                                                   |
|-------------------------------------------------------------------|
| Enchantment                                                       |
| Each player can't cast more than one noncreature spell each turn. |

[sidebar]

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| <div><div><div>Deafening Silence</div><div>Enchantment</div><div>Each player can't cast more than one noncreature spell each turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                         | <div><div><div>Deafening Silence</div><div>Enchantment</div><div>Each player can't cast more than one noncreature spell each turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                      | <div><div><div>Deafening Silence</div><div>Enchantment</div><div>Each player can't cast more than one noncreature spell each turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                      | <div><div><div>Faerie Macabre</div><div>Creature -- Faerie Rogue</div><div>Flying</div><div>Discard this card: Exile up to two target cards from graveyards.</div><div>[sideboard]</div></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Faerie Macabre</div><div>Creature -- Faerie Rogue</div><div>Flying</div><div>Discard this card: Exile up to two target cards from graveyards.</div><div>[sideboard]</div></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Grafdigger's Cage</div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield.</div><div>Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Split Up</div><div>Sorcery</div><div>Choose one --</div><div>* Destroy all tapped creatures.</div><div>* Destroy all untapped creatures.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Split Up</div><div>Sorcery</div><div>Choose one --</div><div>* Destroy all tapped creatures.</div><div>* Destroy all untapped creatures.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                    |

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| <div><div><div>Suppression Field</div><div>1W</div></div><div>Enchantment</div><div>Activated abilities cost {2} more to activate unless they're mana abilities.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Suppression Field</div><div>1W</div></div><div>Enchantment</div><div>Activated abilities cost {2} more to activate unless they're mana abilities.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Surgical Extraction</div><div>BP</div></div><div>Instant</div><div>({B/P} can be paid with either {B} or 2 life.)<br/>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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Playtest cards - 1337erhosen - Legacy (Legacy 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 10/10 - 3 cards - 2.5 x 3.5 in each