

①

At the beginning of your upkeep, you may put a charge counter on this artifact.

{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.

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① W W

Flying  
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.

3/1

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① W W

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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.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

Flying  
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.

3/1

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⑦

```
Living weapon
Indestructible
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."
Equip {7}
```

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## Legendary Land

```
{T}: Add {W}.
{T}: Return target legendary
creature to its owner's hand.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Legendary Land

```
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Land

```
{T}: Add {w}.
{T}: Return target legendary
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```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

Double strike, protection from black  
and from green

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

Double strike, protection from black  
and from green

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

**{T}**: Target creature you control gains protection from the color of your choice until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

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sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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.

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| <div><div><div>Mother of Runes</div><div>Ⓜ</div></div><div><div>Creature -- Human Cleric</div><div></div><div><div>{T}: Target creature you control gains protection from the color of your choice until end of turn.</div><div></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><div><div>Mother of Runes</div><div>Ⓜ</div></div><div><div>Creature -- Human Cleric</div><div></div><div><div>{T}: Target creature you control gains protection from the color of your choice until end of turn.</div><div></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><div><div>Plains</div><div></div></div><div><div>Basic Land -- Plains</div><div></div><div><div>{T}: Add {W}.</div><div></div></div><div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Plains</div><div></div></div><div><div>Basic Land -- Plains</div><div></div><div><div>{T}: Add {W}.</div><div></div></div><div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |
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| <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>Pre-War Formalwear2W</div><div>Artifact -- Equipment</div><div>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.<br/>Equipped creature gets +2/+2 and has vigilance.<br/>Equip {3}</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Recruiter of the Guard2W</div><div>Creature -- Human Soldier</div><div>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.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Recruiter of the Guard2W</div><div>Creature -- Human Soldier</div><div>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.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rishadan Port</div><div>Land</div><div>{T}: Add {C}.<br/>{1}, {T}: Tap target land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rishadan Port</div><div>Land</div><div>{T}: Add {C}.<br/>{1}, {T}: Tap target land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                        | <div><div>Rishadan Port</div><div>Land</div><div>{T}: Add {C}.<br/>{1}, {T}: Tap target land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                       |

## Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Kor Spirit

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3/1

Creature -- Kor Spirit

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3/1

Enchantment Creature -- Spirit

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      bothbox.dev

1/2

Enchantment Creature -- Spirit

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      hotbox.dev

Enchantment Creature -- Spirit

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

3/1

## Enchantment Creature -- Spirit

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

3/1

Creature -- Kor Artificer

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

1/2

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| <div><div>Stoneforge Mystic</div><div><div>1</div><div>W</div></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><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stoneforge Mystic</div><div><div>1</div><div>W</div></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><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stoneforge Mystic</div><div><div>1</div><div>W</div></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><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swords to Plowshares</div><div><div>W</div></div></div> <div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                      |
| <div><div>Swords to Plowshares</div><div><div>W</div></div></div> <div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                         | <div><div>Swords to Plowshares</div><div><div>W</div></div></div> <div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                         | <div><div>Swords to Plowshares</div><div><div>W</div></div></div> <div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                         | <div><div>Thalia, Guardian of Thraben</div><div><div>1</div><div>W</div></div></div> <div><div>Legendary Creature -- Human Soldier</div><div>First strike<br/>Noncreature spells cost {1} more to cast.</div><div><div>2/1</div></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>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>                                                     | <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>                                                                                                                                                                                                                                                                 |

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| <div><div><div>Witch Enchanter</div><div>3W</div></div><div>Creature -- Human Warlock</div><div>When this creature enters, destroy target artifact or enchantment an opponent controls.</div><div>2/2</div><div>--- BACK FACE ---</div><div><div>Witch-Blessed Meadow</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Witch Enchanter</div><div>3W</div></div><div>Creature -- Human Warlock</div><div>When this creature enters, destroy target artifact or enchantment an opponent controls.</div><div>2/2</div><div>--- BACK FACE ---</div><div><div>Witch-Blessed Meadow</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Witch Enchanter</div><div>3W</div></div><div>Creature -- Human Warlock</div><div>When this creature enters, destroy target artifact or enchantment an opponent controls.</div><div>2/2</div><div>--- BACK FACE ---</div><div><div>Witch-Blessed Meadow</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Witch Enchanter</div><div>3W</div></div><div>Creature -- Human Warlock</div><div>When this creature enters, destroy target artifact or enchantment an opponent controls.</div><div>2/2</div><div>--- BACK FACE ---</div><div><div>Witch-Blessed Meadow</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Containment Priest</div><div>1W</div></div><div>Creature -- Human Cleric</div><div>Flash<br/>If a nontoken creature would enter and it wasn't cast, exile it instead.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                    | <div><div><div>Deafening Silence</div><div>W</div></div><div>Enchantment</div><div>Each player can't cast more than one noncreature spell each turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                  | <div><div><div>Deafening Silence</div><div>W</div></div><div>Enchantment</div><div>Each player can't cast more than one noncreature spell each turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                  | <div><div><div>Deafening Silence</div><div>W</div></div><div>Enchantment</div><div>Each player can't cast more than one noncreature spell each turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                  |

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| <div> <b>Deafening Silence</b> <span>W</span> </div> <div>           Enchantment         </div> <div>           Each player can't cast more than one noncreature spell each turn.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                  | <div> <b>Faerie Macabre</b> <span>1B</span> </div> <div>           Creature -- Faerie Rogue         </div> <div>           Flying<br/>           Discard this card: Exile up to two target cards from graveyards.         </div> <div>           [sideboard]         </div> <div> <div>2/2</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Grafdigger's Cage</b> <span>1</span> </div> <div>           Artifact         </div> <div>           Creature cards in graveyards and libraries can't enter the battlefield.<br/>           Players can't cast spells from graveyards or libraries.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Grafdigger's Cage</b> <span>1</span> </div> <div>           Artifact         </div> <div>           Creature cards in graveyards and libraries can't enter the battlefield.<br/>           Players can't cast spells from graveyards or libraries.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Split Up</b> <span>1WW</span> </div> <div>           Sorcery         </div> <div>           Choose one --<br/>           * Destroy all tapped creatures.<br/>           * Destroy all untapped creatures.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Split Up</b> <span>1WW</span> </div> <div>           Sorcery         </div> <div>           Choose one --<br/>           * Destroy all tapped creatures.<br/>           * Destroy all untapped creatures.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>               | <div> <b>Suppression Field</b> <span>1W</span> </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 PLAY           botbox.dev         </div>                                                               | <div> <b>Suppression Field</b> <span>1W</span> </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 PLAY           botbox.dev         </div>                                                               |

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| <div> <div> <b>Suppression Field</b> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> Activated abilities cost {2} more to activate unless they're mana abilities. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Surgical Extraction</b> <div> <div>BP</div> </div> </div> <div> <div>Instant</div> <div> ({B/P} can be paid with either {B} or 2 life.) 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> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Wrath of the Skies</b> <div> <div>X</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Sorcery</div> <div> You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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