

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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Assimilation Aegis ①WU

Artifact -- Equipment

When this Equipment enters, exile up to one target creature until this Equipment leaves the battlefield. Whenever this Equipment becomes attached to a creature, for as long as this Equipment remains attached to it, that creature becomes a copy of a creature card exiled with this Equipment.

Equip {2}

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Assimilation Aegis (1)(W)(U)

Artifact -- Equipment

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Equip {2}

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Case of the Filched Falcon (U)

Enchantment -- Case

When this Case enters, investigate. (Create a Clue token. It's an artifact with "{2}", Sacrifice this token: Draw a card.")

To solve -- You control three or more artifacts. (If unsolved, solve at the beginning of your end step.)

Solved -- {2}{U}, Sacrifice this Case: Put four +1/+1 counters on target noncreature artifact. It becomes a 0/0 Bird creature with flying in addition to its other types.

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<div><div>Case of the Filched Falcon</div><div>Ⓢ</div></div> <div>Enchantment -- Case</div> <div>When this Case enters, investigate. (Create a Clue token. It's an artifact with "{2}", Sacrifice this token: Draw a card.) To solve -- You control three or more artifacts. (If unsolved, solve at the beginning of your end step.) Solved -- {2}{U}, Sacrifice this Case: Put four +1/+1 counters on target noncreature artifact. It becomes a 0/0 Bird creature with flying in addition to its other types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Cryptic Coat</div><div>2Ⓢ</div></div> <div>Artifact -- Equipment</div> <div>When this Equipment enters, cloak the top card of your library, then attach this Equipment to it. (To cloak a card, put it onto the battlefield face down as a 2/2 creature with ward {2}. Turn it face up any time for its mana cost if it's a creature card.) Equipped creature gets +1/+0 and can't be blocked. {1}{U}: Return this Equipment to its owner's hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Cryptic Coat</div><div>2Ⓢ</div></div> <div>Artifact -- Equipment</div> <div>When this Equipment enters, cloak the top card of your library, then attach this Equipment to it. (To cloak a card, put it onto the battlefield face down as a 2/2 creature with ward {2}. Turn it face up any time for its mana cost if it's a creature card.) Equipped creature gets +1/+0 and can't be blocked. {1}{U}: Return this Equipment to its owner's hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Eiganjo, Seat of the Empire</div></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>Island</div></div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Island</div></div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Island</div></div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Island</div></div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Island</div><div>Basic Land -- Island</div><div>([T]): Add [U].)</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Michiko's Reign of Truth1W</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.) I, II -- Target creature gets +1/+1 until end of turn for each artifact and/or enchantment you control. III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>----- BACK FACE -----</div><div><div>Portrait of Michiko</div><div>Enchantment Creature -- Human Noble</div><div>This creature gets +1/+1 for each artifact and/or enchantment you control.</div><div>0/0</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Michiko's Reign of Truth1W</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.) I, II -- Target creature gets +1/+1 until end of turn for each artifact and/or enchantment you control. III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>----- BACK FACE -----</div><div><div>Portrait of Michiko</div><div>Enchantment Creature -- Human Noble</div><div>This creature gets +1/+1 for each artifact and/or enchantment you control.</div><div>0/0</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mirrex</div><div>Land -- Sphere</div><div>[T]: Add [C]. [T]: Add one mana of any color. Activate only if this land entered this turn. [3], [T]: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." (Players dealt combat damage by it also get a poison counter.)</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Norn's Inquisitor1W</div><div>Creature -- Phyrexian Knight</div><div>When this creature enters, incubate 2. (Create an Incubator token with two +1/+1 counters on it and "[2]: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.) Whenever a permanent you control transforms into a Phyrexian, put a +1/+1 counter on it.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Norn's Inquisitor1W</div><div>Creature -- Phyrexian Knight</div><div>When this creature enters, incubate 2. (Create an Incubator token with two +1/+1 counters on it and "[2]: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.) Whenever a permanent you control transforms into a Phyrexian, put a +1/+1 counter on it.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Norn's Inquisitor1W</div><div>Creature -- Phyrexian Knight</div><div>When this creature enters, incubate 2. (Create an Incubator token with two +1/+1 counters on it and "[2]: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.) Whenever a permanent you control transforms into a Phyrexian, put a +1/+1 counter on it.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Norn's Inquisitor1W</div><div>Creature -- Phyrexian Knight</div><div>When this creature enters, incubate 2. (Create an Incubator token with two +1/+1 counters on it and "[2]: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.) Whenever a permanent you control transforms into a Phyrexian, put a +1/+1 counter on it.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Novice Inspector</div><div>W</div></div><div><div>Creature -- Human Detective</div><div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Novice Inspector</div><div>W</div></div><div><div>Creature -- Human Detective</div><div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Novice Inspector</div><div>W</div></div><div><div>Creature -- Human Detective</div><div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Novice Inspector</div><div>W</div></div><div><div>Creature -- Human Detective</div><div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Plains</div></div><div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Plains</div></div><div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Plains</div></div><div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

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<div>Seachrome Coast</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Seachrome Coast</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Seachrome Coast</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Seachrome Coast</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Spyglass Siren U Creature -- Siren Pirate Flying When this creature enters, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spyglass Siren U Creature -- Siren Pirate Flying When this creature enters, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spyglass Siren U Creature -- Siren Pirate Flying When this creature enters, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spyglass Siren U Creature -- Siren Pirate Flying When this creature enters, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Steel Seraph 6 Artifact Creature -- Angel Prototype {1}{W}{W} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Flying At the beginning of combat on your turn, target creature you control gains your choice of flying, vigilance, or lifelink until end of turn. <div>5/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Steel Seraph 6 Artifact Creature -- Angel Prototype {1}{W}{W} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Flying At the beginning of combat on your turn, target creature you control gains your choice of flying, vigilance, or lifelink until end of turn. <div>5/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Steel Seraph 6 Artifact Creature -- Angel Prototype {1}{W}{W} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Flying At the beginning of combat on your turn, target creature you control gains your choice of flying, vigilance, or lifelink until end of turn. <div>5/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Steel Seraph 6 Artifact Creature -- Angel Prototype {1}{W}{W} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Flying At the beginning of combat on your turn, target creature you control gains your choice of flying, vigilance, or lifelink until end of turn. <div>5/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - _Cygnus - Standard (Standard 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 6/10 - 8 cards - 2.5 x 3.5 in each

Subterranean Schooner ①① Artifact -- Vehicle <p>Whenever this Vehicle attacks, target creature that crewed it this turn explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on that creature, then put the card back or put it into your graveyard.)</p> <p>Crew 1</p> <div>3/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Subterranean Schooner ①① Artifact -- Vehicle <p>Whenever this Vehicle attacks, target creature that crewed it this turn explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on that creature, then put the card back or put it into your graveyard.)</p> <p>Crew 1</p> <div>3/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Subterranean Schooner ①① Artifact -- Vehicle <p>Whenever this Vehicle attacks, target creature that crewed it this turn explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on that creature, then put the card back or put it into your graveyard.)</p> <p>Crew 1</p> <div>3/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Subterranean Schooner ①① Artifact -- Vehicle <p>Whenever this Vehicle attacks, target creature that crewed it this turn explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on that creature, then put the card back or put it into your graveyard.)</p> <p>Crew 1</p> <div>3/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
Warden of the Inner Sky ①W Creature -- Human Soldier <p>As long as this creature has three or more counters on it, it has flying and vigilance.</p> <p>Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on this creature. Scry 1.</p> <p>Activate only as a sorcery.</p> <div>1/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Warden of the Inner Sky ①W Creature -- Human Soldier <p>As long as this creature has three or more counters on it, it has flying and vigilance.</p> <p>Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on this creature. Scry 1.</p> <p>Activate only as a sorcery.</p> <div>1/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Warden of the Inner Sky ①W Creature -- Human Soldier <p>As long as this creature has three or more counters on it, it has flying and vigilance.</p> <p>Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on this creature. Scry 1.</p> <p>Activate only as a sorcery.</p> <div>1/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Warden of the Inner Sky ①W Creature -- Human Soldier <p>As long as this creature has three or more counters on it, it has flying and vigilance.</p> <p>Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on this creature. Scry 1.</p> <p>Activate only as a sorcery.</p> <div>1/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - _Cygnum - Standard (Standard League)

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Zoetic Glyph</div><div><div>2</div><div>U</div></div></div> <div><div>Enchantment -- Aura</div><div>Enchant artifact Enchanted artifact is a Golem creature with base power and toughness 5/4 in addition to its other types. When this Aura is put into a graveyard from the battlefield, discover 3.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Zoetic Glyph</div><div><div>2</div><div>U</div></div></div> <div><div>Enchantment -- Aura</div><div>Enchant artifact Enchanted artifact is a Golem creature with base power and toughness 5/4 in addition to its other types. When this Aura is put into a graveyard from the battlefield, discover 3.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Zoetic Glyph</div><div><div>2</div><div>U</div></div></div> <div><div>Enchantment -- Aura</div><div>Enchant artifact Enchanted artifact is a Golem creature with base power and toughness 5/4 in addition to its other types. When this Aura is put into a graveyard from the battlefield, discover 3.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Zoetic Glyph</div><div><div>2</div><div>U</div></div></div> <div><div>Enchantment -- Aura</div><div>Enchant artifact Enchanted artifact is a Golem creature with base power and toughness 5/4 in addition to its other types. When this Aura is put into a graveyard from the battlefield, discover 3.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Destroy Evil</div><div><div>1</div><div>W</div></div></div> <div><div>Instant</div><div>Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Destroy Evil</div><div><div>1</div><div>W</div></div></div> <div><div>Instant</div><div>Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Disdainful Stroke</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target spell with mana value 4 or greater.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Kayla's Reconstruction</div><div><div>X</div><div>W</div><div>W</div><div>W</div></div></div> <div><div>Sorcery</div><div>Look at the top seven cards of your library. Put up to X artifact and/or creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

X W W W

Look at the top seven cards of your library. Put up to X artifact and/or creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.

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②③

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.

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② ② W

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Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Flash

When this creature enters, choose one --

- * Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.
- * You gain 2 life and scry 2.
- * Exile target player's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3/1

②③

Flash
When this creature enters, choose one --

- * Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.
- * You gain 2 life and scry 2.
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3/1

①②

Counter target noncreature spell.

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<div> <div> Spell Pierce U </div> <div> Instant </div> <div> Counter target noncreature spell unless its controller pays {2}. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Tishana's Tidebinder 2U </div> <div> Creature -- Merfolk Wizard </div> <div> 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.) </div> <div> [sideboard] </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Tishana's Tidebinder 2U </div> <div> Creature -- Merfolk Wizard </div> <div> 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.) </div> <div> [sideboard] </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	