

## Adarkar Wastes

Land

{T}: Add {C}.  
{T}: Add {W} or {U}. This land deals  
1 damage to you.

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## Annunzio

U

Instant

Counter target artifact or  
enchantment spell.

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## Coastal Tower

Land

This land enters tapped.  
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| <div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                         | <div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                         | <div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                         | <div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 |
| <div><div>Decree of Justice</div><div>Sorcery</div><div>Create X 4/4 white Angel creature tokens with flying.<br/>Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)<br/>When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Decree of Justice</div><div>Sorcery</div><div>Create X 4/4 white Angel creature tokens with flying.<br/>Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)<br/>When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Decree of Justice</div><div>Sorcery</div><div>Create X 4/4 white Angel creature tokens with flying.<br/>Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)<br/>When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Disenchant</div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Disenchant</div><div>1W</div></div><div><div>Instant</div><div>Destroy target artifact or enchantment.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                          | <div><div><div>Dust Bowl</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{3}, {T}, Sacrifice a land: Destroy target nonbasic land.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                       | <div><div><div>Dust Bowl</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{3}, {T}, Sacrifice a land: Destroy target nonbasic land.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                 | <div><div><div>Fact or Fiction</div><div>3U</div></div><div><div>Instant</div><div>Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><div>Fact or Fiction</div><div>3U</div></div><div><div>Instant</div><div>Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Fact or Fiction</div><div>3U</div></div><div><div>Instant</div><div>Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Faerie Conclave</div></div><div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {U}.<br/>{1}{U}: This land becomes a 2/1 blue Faerie creature with flying until end of turn. It's still a land.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Flooded Strand</div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                            |

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| <div><div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Impulse</div><div>Instant</div><div>Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div><div>Island</div><div>Basic Land -- Island</div><div>( {T}: Add {U}. )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                       | <div><div>Island</div><div>Basic Land -- Island</div><div>( {T}: Add {U}. )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                       | <div><div>Island</div><div>Basic Land -- Island</div><div>( {T}: Add {U}. )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                       | <div><div>Island</div><div>Basic Land -- Island</div><div>( {T}: Add {U}. )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                       |
| <div><div>Mana Leak<div>1U</div></div><div>Instant</div><div>Counter target spell unless its controller pays {3}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mana Leak<div>1U</div></div><div>Instant</div><div>Counter target spell unless its controller pays {3}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mana Leak<div>1U</div></div><div>Instant</div><div>Counter target spell unless its controller pays {3}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mana Leak<div>1U</div></div><div>Instant</div><div>Counter target spell unless its controller pays {3}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Mishra's Factory</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</div><div>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mishra's Factory</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</div><div>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mishra's Factory</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</div><div>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mishra's Factory</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</div><div>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Phyrexian Furnace①</div><div>Artifact</div><div><div><div>{T}: Exile the bottom card of target player's graveyard.</div><div>{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   | <div><div>Phyrexian Furnace①</div><div>Artifact</div><div><div><div>{T}: Exile the bottom card of target player's graveyard.</div><div>{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   | <div><div>Phyrexian Furnace①</div><div>Artifact</div><div><div><div>{T}: Exile the bottom card of target player's graveyard.</div><div>{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   | <div><div>Plains</div><div>Basic Land -- Plains</div><div><div><div>{T}: Add {W}.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>Powder Keg2</div><div>Artifact</div><div>At the beginning of your upkeep, you may put a fuse counter on this artifact.<br/>{T}, Sacrifice this artifact: Destroy each artifact and creature with mana value equal to the number of fuse counters on this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Standstill1U</div><div>Enchantment</div><div>When a player casts a spell, sacrifice this enchantment. If you do, each of that player's opponents draws three cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Standstill1U</div><div>Enchantment</div><div>When a player casts a spell, sacrifice this enchantment. If you do, each of that player's opponents draws three cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Standstill1U</div><div>Enchantment</div><div>When a player casts a spell, sacrifice this enchantment. If you do, each of that player's opponents draws three cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swords to PlowsharesW</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 PlowsharesW</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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| <b>Blue Elemental Blast</b> <span>U</span><br>Instant<br>Choose one --<br>* Counter target red spell.<br>* Destroy target red permanent.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev       | <b>Circle of Protection: Red</b> <span>1W</span><br>Enchantment<br>{1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Disenchant</b> <span>1W</span><br>Instant<br>Destroy target artifact or enchantment.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                               | <b>Envelop</b> <span>U</span><br>Instant<br>Counter target sorcery spell.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                             |
| <b>Hydroblast</b> <span>U</span><br>Instant<br>Choose one --<br>* Counter target spell if it's red.<br>* Destroy target permanent if it's red.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Hydroblast</b> <span>U</span><br>Instant<br>Choose one --<br>* Counter target spell if it's red.<br>* Destroy target permanent if it's red.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                             | <b>Meddling Mage</b> <span>WU</span><br>Creature -- Human Wizard<br>As this creature enters, choose a nonland card name.<br>Spells with the chosen name can't be cast.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Meddling Mage</b> <span>WU</span><br>Creature -- Human Wizard<br>As this creature enters, choose a nonland card name.<br>Spells with the chosen name can't be cast.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div> <div> Meddling Mage <div> <div>W</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> As this creature enters, choose a nonland card name.<br/> Spells with the chosen name can't be cast. </div> <div>[sideboard]</div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> Meddling Mage <div> <div>W</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> As this creature enters, choose a nonland card name.<br/> Spells with the chosen name can't be cast. </div> <div>[sideboard]</div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> Warmth <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> Whenever an opponent casts a red spell, you gain 2 life. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |  |
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Playtest cards - i\_b\_TRUE - Unknown format (Contraption 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