

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W U

Flying
Other Spirit creatures you control
get +1/+1 and have hexproof. (They
can't be the targets of spells or
abilities your opponents control.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W U

Flying
Other Spirit creatures you control get +1/+1 and have hexproof. (They can't be the targets of spells or abilities your opponents control.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Flying
Other Spirit creatures you control get +1/+1 and have hexproof. (They can't be the targets of spells or abilities your opponents control.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W U

Flying
Other Spirit creatures you control
get +1/+1 and have hexproof. (They
can't be the targets of spells or
abilities your opponents control.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Hallowed Fountain Land -- Plains Island {T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallowed Fountain Land -- Plains Island {T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallowed Fountain Land -- Plains Island {T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Token Land

```
{T}: Add {C}.
{1}: This token becomes a 2/2
creature with all creature types
until end of turn. It's still a
land.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

$\{T\}$: Add $\{C\}$.
 $\{W/U\}$, $\{T\}$: Add $\{W\}\{W\}$, $\{W\}\{U\}$, or
 $\{U\}\{U\}$.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

$\{T\}$: Add $\{C\}$.
 $\{W/U\}$, $\{T\}$: Add $\{W\}\{W\}$, $\{W\}\{U\}$, or
 $\{U\}\{U\}$.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Creature -- Spirit

Flash
Flying
Whenever this creature or another Spirit you control enters, tap target creature an opponent controls.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Creature -- Illusion

You may have this creature enter as a copy of any creature on the battlefield, except it's an Illusion in addition to its other types and it has "When this creature becomes the target of a spell or ability, sacrifice it."

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Creature -- Illusion

You may have this creature enter as a copy of any creature on the battlefield, except it's an Illusion in addition to its other types and it has "When this creature becomes the target of a spell or ability, sacrifice it."

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Creature -- Illusion

You may have this creature enter as a copy of any creature on the battlefield, except it's an Illusion in addition to its other types and it has "When this creature becomes the target of a spell or ability, sacrifice it."

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Creature -- Illusion

You may have this creature enter as a copy of any creature on the battlefield, except it's an Illusion in addition to its other types and it has "When this creature becomes the target of a spell or ability, sacrifice it."

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rattlechains1U Creature -- Spirit Flash Flying When this creature enters, target Spirit gains hexproof until end of turn. You may cast Spirit spells as though they had flash. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Rattlechains1U Creature -- Spirit Flash Flying When this creature enters, target Spirit gains hexproof until end of turn. You may cast Spirit spells as though they had flash. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rattlechains1U Creature -- Spirit Flash Flying When this creature enters, target Spirit gains hexproof until end of turn. You may cast Spirit spells as though they had flash. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rattlechains1U Creature -- Spirit Flash Flying When this creature enters, target Spirit gains hexproof until end of turn. You may cast Spirit spells as though they had flash. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

(2/W) (2/W) (2/W)

Create three 1/1 white Spirit creature tokens with flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(2/W) (2/W) (2/W)

Create three 1/1 white Spirit creature tokens with flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(2/W) (2/W) (2/W)

Create three 1/1 white Spirit creature tokens with flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W U

```
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.
```

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W U

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.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W U

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.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W U

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.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Flying
Other Spirits you control get +1/+1.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 7/10 - 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.

Eidolon of Rhetoric (2)(W) Enchantment Creature -- Spirit Each player can't cast more than one spell each turn. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate (1)(U) Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate (1)(U) Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Path to Exile (W) Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Path to Exile (W) Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Remorseful Cleric (1)(W) Creature -- Spirit Cleric Flying Sacrifice this creature: Exile target player's graveyard. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Remorseful Cleric (1)(W) Creature -- Spirit Cleric Flying Sacrifice this creature: Exile target player's graveyard. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Remorseful Cleric (1)(W) Creature -- Spirit Cleric Flying Sacrifice this creature: Exile target player's graveyard. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spirit of the Labyrinth 1 W Enchantment Creature -- Spirit Each player can't draw more than one card each turn. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stony Silence 1 W Enchantment Activated abilities of artifacts can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stony Silence 1 W Enchantment Activated abilities of artifacts can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	