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| <b>Abeyance</b> (1)(W)<br><hr/> Instant<br><hr/> Until end of turn, target player can't cast instant or sorcery spells, and that player can't activate abilities that aren't mana abilities.<br>Draw a card. | <b>Abeyance</b> (1)(W)<br><hr/> Instant<br><hr/> Until end of turn, target player can't cast instant or sorcery spells, and that player can't activate abilities that aren't mana abilities.<br>Draw a card.     | <b>Abeyance</b> (1)(W)<br><hr/> Instant<br><hr/> Until end of turn, target player can't cast instant or sorcery spells, and that player can't activate abilities that aren't mana abilities.<br>Draw a card.     | <b>Akroma's Vengeance</b> (4)(W)(W)<br><hr/> Sorcery<br><hr/> Destroy all artifacts, creatures, and enchantments.<br>Cycling {3} ({3}, Discard this card: Draw a card.)                                                                                                                   |
| <b>Akroma's Vengeance</b> (4)(W)(W)<br><hr/> Sorcery<br><hr/> Destroy all artifacts, creatures, and enchantments.<br>Cycling {3} ({3}, Discard this card: Draw a card.)                                      | <b>Aura of Silence</b> (1)(W)(W)<br><hr/> Enchantment<br><hr/> Artifact and enchantment spells your opponents cast cost {2} more to cast.<br>Sacrifice this enchantment: Destroy target artifact or enchantment. | <b>Aura of Silence</b> (1)(W)(W)<br><hr/> Enchantment<br><hr/> Artifact and enchantment spells your opponents cast cost {2} more to cast.<br>Sacrifice this enchantment: Destroy target artifact or enchantment. | <b>Decree of Justice</b> (X)(X)(2)(W)(W)<br><hr/> Sorcery<br><hr/> 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. |

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| <div>Decree of Justice (X)(X)(2)(W)(W)</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 PLAY botbox.dev</div> | <div>Decree of Justice (X)(X)(2)(W)(W)</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 PLAY botbox.dev</div> | <div>Disenchant (1)(W)</div> <div>Instant</div> <div>Destroy target artifact or enchantment.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                       | <div>Disenchant (1)(W)</div> <div>Instant</div> <div>Destroy target artifact or enchantment.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                       |
| <div>Dust Bowl</div> <div>Land</div> <div>{T}: Add {C}.<br/>{3}, {T}, Sacrifice a land: Destroy target nonbasic land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                         | <div>Dust Bowl</div> <div>Land</div> <div>{T}: Add {C}.<br/>{3}, {T}, Sacrifice a land: Destroy target nonbasic land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                         | <div>Eternal Dragon (5)(W)(W)</div> <div>Creature -- Dragon Spirit</div> <div>Flying<br/>{3}{W}{W}: Return this card from your graveyard to your hand.<br/>Activate only during your upkeep.<br/>Plainscycling {2} ({2}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.)</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Eternal Dragon (5)(W)(W)</div> <div>Creature -- Dragon Spirit</div> <div>Flying<br/>{3}{W}{W}: Return this card from your graveyard to your hand.<br/>Activate only during your upkeep.<br/>Plainscycling {2} ({2}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.)</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <p><b>Eternal Dragon</b> (5)(W)(W)</p> <p>Creature -- Dragon Spirit</p> <p>Flying<br/>{3}{W}{W}: Return this card from your graveyard to your hand. Activate only during your upkeep. Plainscycling {2} ({2}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.)</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Eternal Dragon</b> (5)(W)(W)</p> <p>Creature -- Dragon Spirit</p> <p>Flying<br/>{3}{W}{W}: Return this card from your graveyard to your hand. Activate only during your upkeep. Plainscycling {2} ({2}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.)</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Exalted Angel</b> (4)(W)(W)</p> <p>Creature -- Angel</p> <p>Flying<br/>Whenever this creature deals damage, you gain that much life. Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Exalted Angel</b> (4)(W)(W)</p> <p>Creature -- Angel</p> <p>Flying<br/>Whenever this creature deals damage, you gain that much life. Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Exalted Angel</b> (4)(W)(W)</p> <p>Creature -- Angel</p> <p>Flying<br/>Whenever this creature deals damage, you gain that much life. Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                    | <p><b>Exalted Angel</b> (4)(W)(W)</p> <p>Creature -- Angel</p> <p>Flying<br/>Whenever this creature deals damage, you gain that much life. Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                    | <p><b>Forbidding Watchtower</b></p> <p>Land</p> <p>This land enters tapped.<br/>{T}: Add {W}.<br/>{1}{W}: This land becomes a 1/5 white Soldier creature until end of turn. It's still a land.</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                        | <p><b>Forbidding Watchtower</b></p> <p>Land</p> <p>This land enters tapped.<br/>{T}: Add {W}.<br/>{1}{W}: This land becomes a 1/5 white Soldier creature until end of turn. It's still a land.</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                        |

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| <div><div>Forbidding Watchtower</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {W}.</p><p>{1}{W}: This land becomes a 1/5 white Soldier creature until end of turn. It's still a land.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                              | <div><div>Mishra's Factory</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</p><p>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mishra's Factory</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</p><p>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mishra's Factory</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</p><p>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Mishra's Factory</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</p><p>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Phyrexian Furnace①</div><div>Artifact</div><div><p>{T}: Exile the bottom card of target player's graveyard.</p><p>{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div>Phyrexian Furnace①</div><div>Artifact</div><div><p>{T}: Exile the bottom card of target player's graveyard.</p><p>{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div>Phyrexian Furnace①</div><div>Artifact</div><div><p>{T}: Exile the bottom card of target player's graveyard.</p><p>{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               |

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                          | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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:<br/>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>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:<br/>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>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:<br/>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>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:<br/>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> |

## Radiant's Judgment

② ② W

Instant

Destroy target creature with power 4 or greater.  
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swords to Plowshares

W

Instant

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swords to Plowshares

W

Instant

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swords to Plowshares

W

Instant

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swords to Plowshares

W

Instant

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wasteland

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wasteland

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wasteland

Land

```
{T}: Add {C}.
{T}, Sacrifice this land: Destroy
target nonbasic land.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Playtest cards - Djas Puhr - 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 7/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Wasteland</div><div>Land</div><div><div><div></div></div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                          | <div><div>Wrath of God</div><div>Sorcery</div><div><div><div></div></div><div>2</div><div>W</div><div>W</div></div><div>Destroy all creatures. They can't be regenerated.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                              | <div><div>Wrath of God</div><div>Sorcery</div><div><div><div></div></div><div>2</div><div>W</div><div>W</div></div><div>Destroy all creatures. They can't be regenerated.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                       | <div><div>Wrath of God</div><div>Sorcery</div><div><div><div></div></div><div>2</div><div>W</div><div>W</div></div><div>Destroy all creatures. They can't be regenerated.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                       |
| <div><div>Abolish</div><div>Instant</div><div><div><div></div></div><div>1</div><div>W</div><div>W</div></div><div>You may discard a Plains card rather than pay this spell's mana cost. Destroy target artifact or enchantment.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Abolish</div><div>Instant</div><div><div><div></div></div><div>1</div><div>W</div><div>W</div></div><div>You may discard a Plains card rather than pay this spell's mana cost. Destroy target artifact or enchantment.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Orim's Chant</div><div>Instant</div><div><div><div></div></div><div>W</div></div><div>Kicker {W} (You may pay an additional {W} as you cast this spell.) Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Orim's Chant</div><div>Instant</div><div><div><div></div></div><div>W</div></div><div>Kicker {W} (You may pay an additional {W} as you cast this spell.) Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div> <div>Orim's Chant</div> <div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <div>Kicker {W} (You may pay an additional {W} as you cast this spell.)</div> <div>Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Spiritual Focus</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <div>Whenever a spell or ability an opponent controls causes you to discard a card, you gain 2 life and you may draw a card.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                       | <div> <div>Spiritual Focus</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <div>Whenever a spell or ability an opponent controls causes you to discard a card, you gain 2 life and you may draw a card.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                       | <div> <div>True Believer</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>You have shroud. (You can't be the target of spells or abilities.)</div> <div>[sideboard]</div> </div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                  |
| <div> <div>True Believer</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>You have shroud. (You can't be the target of spells or abilities.)</div> <div>[sideboard]</div> </div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                     | <div> <div>Wall of Essence</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Wall</div> <div> <div>Defender (This creature can't attack.)</div> <div>Whenever this creature is dealt combat damage, you gain that much life.</div> <div>[sideboard]</div> </div> </div> <div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Wall of Essence</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Wall</div> <div> <div>Defender (This creature can't attack.)</div> <div>Whenever this creature is dealt combat damage, you gain that much life.</div> <div>[sideboard]</div> </div> </div> <div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Wall of Essence</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Wall</div> <div> <div>Defender (This creature can't attack.)</div> <div>Whenever this creature is dealt combat damage, you gain that much life.</div> <div>[sideboard]</div> </div> </div> <div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div><div>Warmth<div>1W</div></div><div>Enchantment</div><div>Whenever an opponent casts a red spell, you gain 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Warmth<div>1W</div></div><div>Enchantment</div><div>Whenever an opponent casts a red spell, you gain 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Warmth<div>1W</div></div><div>Enchantment</div><div>Whenever an opponent casts a red spell, you gain 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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