

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	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	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	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
Enduring Innocence 1WW Enchantment Creature -- Sheep Glimmer Lifelink Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Innocence 1WW Enchantment Creature -- Sheep Glimmer Lifelink Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Innocence 1WW Enchantment Creature -- Sheep Glimmer Lifelink Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Innocence 1WW Enchantment Creature -- Sheep Glimmer Lifelink Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Entity Tracker 2 U Creature -- Human Scout Flash Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Entity Tracker 2 U Creature -- Human Scout Flash Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Entity Tracker 2 U Creature -- Human Scout Flash Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Entity Tracker 2 U Creature -- Human Scout Flash Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ethereal Armor W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ethereal Armor W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ethereal Armor W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ethereal Armor W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - Sebasgo1 - 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 2/10 - 8 cards - 2.5 x 3.5 in each

Fae Flight Enchantment -- Aura Flash Enchant creature When this Aura enters, enchanted creature gains hexproof until end of turn. Enchanted creature gets +1/+0 and has flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fae Flight Enchantment -- Aura Flash Enchant creature When this Aura enters, enchanted creature gains hexproof until end of turn. Enchanted creature gets +1/+0 and has flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fae Flight Enchantment -- Aura Flash Enchant creature When this Aura enters, enchanted creature gains hexproof until end of turn. Enchanted creature gets +1/+0 and has flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fae Flight Enchantment -- Aura Flash Enchant creature When this Aura enters, enchanted creature gains hexproof until end of turn. Enchanted creature gets +1/+0 and has flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Floodfarm Verge Land {T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Floodfarm Verge Land {T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Floodfarm Verge Land {T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Floodfarm Verge Land {T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Gremlin Tamer W U Creature -- Human Scout Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 1/1 red Gremlin creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gremlin Tamer W U Creature -- Human Scout Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 1/1 red Gremlin creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gremlin Tamer W U Creature -- Human Scout Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 1/1 red Gremlin creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gremlin Tamer W U Creature -- Human Scout Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 1/1 red Gremlin creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Inquisitive Glimmer W U Enchantment Creature -- Fox Glimmer Enchantment spells you cast cost {1} less to cast. Unlock costs you pay cost {1} less. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inquisitive Glimmer W U Enchantment Creature -- Fox Glimmer Enchantment spells you cast cost {1} less to cast. Unlock costs you pay cost {1} less. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inquisitive Glimmer W U Enchantment Creature -- Fox Glimmer Enchantment spells you cast cost {1} less to cast. Unlock costs you pay cost {1} less. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inquisitive Glimmer W U Enchantment Creature -- Fox Glimmer Enchantment spells you cast cost {1} less to cast. Unlock costs you pay cost {1} less. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Optimistic Scavenger Creature -- Human Scout Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Optimistic Scavenger Creature -- Human Scout Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Optimistic Scavenger Creature -- Human Scout Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Optimistic Scavenger W Creature -- Human Scout Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ossification 1 W Enchantment -- Aura Enchant basic land you control When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ossification 1 W Enchantment -- Aura Enchant basic land you control When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	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	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	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
Shardmage's Rescue Enchantment -- Aura Flash Enchant creature you control As long as this Aura entered this turn, enchanted creature has hexproof. Enchanted creature gets +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shardmage's Rescue Enchantment -- Aura Flash Enchant creature you control As long as this Aura entered this turn, enchanted creature has hexproof. Enchanted creature gets +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shardmage's Rescue Enchantment -- Aura Flash Enchant creature you control As long as this Aura entered this turn, enchanted creature has hexproof. Enchanted creature gets +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shardmage's Rescue Enchantment -- Aura Flash Enchant creature you control As long as this Aura entered this turn, enchanted creature has hexproof. Enchanted creature gets +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① W

Enchant creature you control
When this Aura enters, exile target
nonland permanent an opponent
controls until this Aura leaves the
battlefield.
Enchanted creature gets +1/+0 and
has lifelink and ward {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this Aura enters, exile target
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

```
Choose one --
* Destroy target creature with
toughness 4 or greater.
* Destroy target enchantment.
```

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

```
Choose one --
* Destroy target creature with
toughness 4 or greater.
* Destroy target enchantment.
```

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Choose one --

- * Destroy target creature with toughness 4 or greater.
- * Destroy target enchantment.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.

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[sideboard]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 8/10 - 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.

Elspeth's Smite Instant Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elspeth's Smite Instant Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elspeth's Smite Instant Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kitnap Enchantment -- Aura Gift a card (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they draw a card.) Enchant creature When this Aura enters, tap enchanted creature. If the gift wasn't promised, put three stun counters on it. You control enchanted creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Kitnap Enchantment -- Aura Gift a card (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they draw a card.) Enchant creature When this Aura enters, tap enchanted creature. If the gift wasn't promised, put three stun counters on it. You control enchanted creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kitnap Enchantment -- Aura Gift a card (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they draw a card.) Enchant creature When this Aura enters, tap enchanted creature. If the gift wasn't promised, put three stun counters on it. You control enchanted creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Negate 1 U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ossification 1 W Enchantment -- Aura Enchant basic land you control When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ossification 1 W Enchantment -- Aura Enchant basic land you control When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

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sheet 10/10 - 3 cards - 2.5 x 3.5 in each