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|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Aether Vial</div><div>Artifact</div><div>At the beginning of your upkeep, you may put a charge counter on this artifact.<br/>{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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Aether Vial</div><div>Artifact</div><div>At the beginning of your upkeep, you may put a charge counter on this artifact.<br/>{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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Aether Vial</div><div>Artifact</div><div>At the beginning of your upkeep, you may put a charge counter on this artifact.<br/>{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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Aether Vial</div><div>Artifact</div><div>At the beginning of your upkeep, you may put a charge counter on this artifact.<br/>{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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     | <div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     | <div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     | <div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     |

**B**

Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Flash  
If a nontoken creature would enter  
and it wasn't cast, exile it  
instead.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Flash  
If a nontoken creature would enter  
and it wasn't cast, exile it  
instead.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

At the beginning of combat on your turn, exile up to one target card from a graveyard.

{1}{B}: Adapt 2.

Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑧

At the beginning of combat on your turn, exile up to one target card from a graveyard.

**{1}{B}**: Adapt 2.

Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

Flying  
When this creature enters, exile another target permanent. Return that card to the battlefield under its owner's control at the beginning of the next end step.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

Flying  
When this creature enters, exile another target permanent. Return that card to the battlefield under its owner's control at the beginning of the next end step.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 2/12 - 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.

⑦

```
Living weapon
Indestructible
Equipped creature gets +5/+5 and has
first strike, trample,
indestructible, haste, and "Whenever
this creature deals combat damage to
a creature, exile that creature."
Equip {7}
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Legendary Land

```
{T}: Add {W}.
{T}: Return target legendary
creature to its owner's hand.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Legendary Land

```
{T}: Add {W}.
{T}: Return target legendary
creature to its owner's hand.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Land

```
{T}: Add {w}.
{T}: Return target legendary
creature to its owner's hand.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Legendary Land

```
{T}: Add {W}.
{T}: Return target legendary
creature to its owner's hand.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Artifact Creature -- Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on this permanent.  
Equipped creature gets +1/+1 for each +1/+1 counter on this Equipment.  
Reconfigure {2} ({2}: Attach to target creature you control; or unattach from a creature.  
Reconfigure only as a sorcery. While attached, this isn't a creature.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

Legendary Creature -- Human Artificer

**Vigilance**  
When Loran enters, destroy up to one target artifact or enchantment.  
{T}: You and target opponent each draw a card.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Marsh Flats

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Marsh Flats

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Marsh Flats

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Orcish Bowmasters

① B

Creature -- Orc Archer

Flash  
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Orcish Bowmasters

1 B

Creature -- Orc Archer

Flash  
Whenever this creature enters and  
whenever an opponent draws a card  
except the first one they draw in  
each of their draw steps, this  
creature deals 1 damage to any  
target. Then amass Orcs 1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Orcish Bowmasters

1 B

Creature -- Orc Archer

Flash  
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Orcish Bowmasters

1 B

Creature -- Orc Archer

Flash  
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Phantom Blade

4 B

Artifact -- Equipment

When this Equipment enters, attach it to up to one target creature you control. Destroy up to one other target creature. Equipped creature gets +1/+1 and has menace. (It can't be blocked except by two or more creatures.) Equip {2}

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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>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>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Pre-War Formalwear</div><div>Artifact -- Equipment</div><div>When this Equipment enters, return target creature card with mana value 3 or less from your graveyard to the battlefield and attach this Equipment to it.<br/>Equipped creature gets +2/+2 and has vigilance.<br/>Equip {3}</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Prismatic Vista</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Prismatic Vista</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Prismatic Vista</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            | <div><div><div>Prismatic Vista</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            | <div><div><div>Recruiter of the Guard 2W</div><div>Creature -- Human Soldier</div><div>When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.</div></div><div>1/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Recruiter of the Guard 2W</div><div>Creature -- Human Soldier</div><div>When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.</div></div><div>1/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Recruiter of the Guard 2W</div><div>Creature -- Human Soldier</div><div>When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.</div></div><div>1/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Recruiter of the Guard 2W</div><div>Creature -- Human Soldier</div><div>When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.</div></div><div>1/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Scrubland</div><div>Land -- Plains Swamp</div><div>{T}: Add {W} or {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                         | <div><div><div>Scrubland</div><div>Land -- Plains Swamp</div><div>{T}: Add {W} or {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                         |

## Shadowy Backstreet

Land -- Plains Swamp

([T]: Add [W] or [B].)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your  
library. You may put it into your  
graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Shadowy Backstreet

Land -- Plains Swamp

({{T}}: Add {W} or {B}.)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your  
library. You may put it into your  
graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Skyclave Apparition 1WW

Creature -- Kor Spirit

When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.

When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Skyclave Apparition 1WW

Creature -- Kor Spirit

When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.

When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Skyclave Apparition ①②③

Creature -- Kor Spirit

When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.

When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Solitude** (3)(W)(W)

Creature -- Elemental Incarnation

Flash  
Lifelink  
When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.  
Evoke--Exile a white card from your hand.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Solitude** (3)(W)(W)

Creature -- Elemental Incarnation

Flash  
Lifelink  
When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.  
Evoke--Exile a white card from your hand.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Solitude** (3)(W)(W)

Creature -- Elemental Incarnation

Flash  
Lifelink  
When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.  
Evoke--Exile a white card from your hand.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Solitude<div><div>3</div><div>W</div><div>W</div></div></div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand.</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div>Stoneforge Mystic<div><div>1</div><div>W</div></div></div><div>Creature -- Kor Artificer</div><div>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br/>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stoneforge Mystic<div><div>1</div><div>W</div></div></div><div>Creature -- Kor Artificer</div><div>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br/>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stoneforge Mystic<div><div>1</div><div>W</div></div></div><div>Creature -- Kor Artificer</div><div>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br/>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Stoneforge Mystic<div><div>1</div><div>W</div></div></div><div>Creature -- Kor Artificer</div><div>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br/>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                          | <div><div>Swords to Plowshares<div><div>W</div></div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                         | <div><div>Swords to Plowshares<div><div>W</div></div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                         |

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| <div><div>Swords to Plowshares</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 Plowshares</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>Thalia, Guardian of Thraben</div><div>Legendary Creature -- Human Soldier</div><div>First strike<br/>Noncreature spells cost {1} more to cast.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Thalia, Guardian of Thraben</div><div>Legendary Creature -- Human Soldier</div><div>First strike<br/>Noncreature spells cost {1} more to cast.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   |
| <div><div>Thalia, Guardian of Thraben</div><div>Legendary Creature -- Human Soldier</div><div>First strike<br/>Noncreature spells cost {1} more to cast.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thoughtseize</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thoughtseize</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thoughtseize</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Thoughtseize</div><div>B</div></div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wasteland</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                               | <div>Wasteland</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                               | <div>Wasteland</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                       |
| <div>Wasteland</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                          | <div>Windswept Heath</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Windswept Heath</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Witch Enchanter</div> <div>Card</div> <div></div> <div>----- OTHER FACE -----</div> <div>Witch Enchanter</div> <div>Card</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div> <b>Containment Priest</b> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>           Creature -- Human Cleric         </div> <div>           Flash<br/>           If a nontoken creature would enter and it wasn't cast, exile it instead.         </div> <div>           [sideboard]         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>   | <div> <div> <b>Deafening Silence</b> <div> <div>W</div> </div> </div> <div> <div>           Enchantment         </div> <div>           Each player can't cast more than one noncreature spell each turn.         </div> <div>           [sideboard]         </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> </div>                                                                         | <div> <div> <b>Disruptor Flute</b> <div> <div>2</div> </div> </div> <div> <div>           Artifact         </div> <div>           Flash<br/>           As this artifact enters, choose a card name.<br/>           Spells with the chosen name cost {3} more to cast.<br/>           Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.         </div> <div>           [sideboard]         </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> </div>                                               | <div> <div> <b>Disruptor Flute</b> <div> <div>2</div> </div> </div> <div> <div>           Artifact         </div> <div>           Flash<br/>           As this artifact enters, choose a card name.<br/>           Spells with the chosen name cost {3} more to cast.<br/>           Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.         </div> <div>           [sideboard]         </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> </div> |
| <div> <div> <b>Faerie Macabre</b> <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div> <div>           Creature -- Faerie Rogue         </div> <div>           Flying<br/>           Discard this card: Exile up to two target cards from graveyards.         </div> <div>           [sideboard]         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Faerie Macabre</b> <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div> <div>           Creature -- Faerie Rogue         </div> <div>           Flying<br/>           Discard this card: Exile up to two target cards from graveyards.         </div> <div>           [sideboard]         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Ghost Vacuum</b> <div> <div>1</div> </div> </div> <div> <div>           Artifact         </div> <div>           {T}: Exile target card from a graveyard.<br/>           {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.         </div> <div>           [sideboard]         </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> </div> | <div> <div> <b>Grafdigger's Cage</b> <div> <div>1</div> </div> </div> <div> <div>           Artifact         </div> <div>           Creature cards in graveyards and libraries can't enter the battlefield.<br/>           Players can't cast spells from graveyards or libraries.         </div> <div>           [sideboard]         </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> </div>                                                                                                         |

Playtest cards - Akalecth - Legacy (Legacy 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 11/12 - 8 cards - 2.5 x 3.5 in each

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| <b>Grafdigger's Cage</b> ①<br><hr/> Artifact<br><hr/> Creature cards in graveyards and libraries can't enter the battlefield.<br>Players can't cast spells from graveyards or libraries.<br><br>[sideboard]                                                              | <b>Path to Exile</b> ⑦<br><hr/> Instant<br><hr/> Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.<br><br>[sideboard]                                                       | <b>Path to Exile</b> ⑦<br><hr/> Instant<br><hr/> Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.<br><br>[sideboard]                                                                                                                                                                                                                                                                                         | <b>Surgical Extraction</b> ⑧P<br><hr/> Instant<br><hr/> ({B/P} can be paid with either {B} or 2 life.)<br>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.<br><br>[sideboard] |
| <b>Wrath of the Skies</b> ③X⑦⑦<br><hr/> Sorcery<br><hr/> You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way.<br><br>[sideboard] | <b>Wrath of the Skies</b> ③X⑦⑦<br><hr/> Sorcery<br><hr/> You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way.<br><br>[sideboard] | <b>Yorion, Sky Nomad</b> ③W/U⑦⑦<br><hr/> Legendary Creature -- Bird Serpent<br><hr/> Companion -- Your starting deck contains at least twenty cards more than the minimum deck size. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)<br>Flying<br>When Yorion enters, exile any number of other nonland permanents you own and control. Return those cards to the battlefield at the beginning of the next end step.<br><br>[sideboard] |                                                                                                                                                                                                                                                                                                                                                 |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                       | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                       | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                                                                         | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                              |