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| <div><div>Brushland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {G} or {W}. This land deals 1 damage to you.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                           | <div><div>Brushland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {G} or {W}. This land deals 1 damage to you.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                           | <div><div>Brushland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {G} or {W}. This land deals 1 damage to you.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                           | <div><div>Brushland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {G} or {W}. This land deals 1 damage to you.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                           |
| <div><div><div>Burrowguard Mentor</div><div><div>G</div><div>W</div></div></div><div>Creature -- Rabbit Soldier</div><div><div>Trample</div><div>Burrowguard Mentor's power and toughness are each equal to the number of creatures you control.</div></div><div><div>*/*</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Burrowguard Mentor</div><div><div>G</div><div>W</div></div></div><div>Creature -- Rabbit Soldier</div><div><div>Trample</div><div>Burrowguard Mentor's power and toughness are each equal to the number of creatures you control.</div></div><div><div>*/*</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Burrowguard Mentor</div><div><div>G</div><div>W</div></div></div><div>Creature -- Rabbit Soldier</div><div><div>Trample</div><div>Burrowguard Mentor's power and toughness are each equal to the number of creatures you control.</div></div><div><div>*/*</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Burrowguard Mentor</div><div><div>G</div><div>W</div></div></div><div>Creature -- Rabbit Soldier</div><div><div>Trample</div><div>Burrowguard Mentor's power and toughness are each equal to the number of creatures you control.</div></div><div><div>*/*</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div>Cavern of Souls</div> <div>Land</div> <div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Cavern of Souls</div> <div>Land</div> <div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Finneas, Ace Archer</div> <div>Legendary Creature -- Rabbit Archer</div> <div>Reach, vigilance<br/>Whenever Finneas attacks, put a +1/+1 counter on each other creature you control that's a token or a Rabbit. Then if creatures you control have total power 10 or greater, draw a card.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Finneas, Ace Archer</div> <div>Legendary Creature -- Rabbit Archer</div> <div>Reach, vigilance<br/>Whenever Finneas attacks, put a +1/+1 counter on each other creature you control that's a token or a Rabbit. Then if creatures you control have total power 10 or greater, draw a card.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Forest</div> <div>Basic Land -- Forest</div> <div>( {T} : Add {G} . )</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                  | <div>Forest</div> <div>Basic Land -- Forest</div> <div>( {T} : Add {G} . )</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                  | <div>Hop to It</div> <div>Sorcery</div> <div>Create three 1/1 white Rabbit creature tokens.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                    | <div>Hop to It</div> <div>Sorcery</div> <div>Create three 1/1 white Rabbit creature tokens.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                    |

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| <div> <div>Hop to It</div> <div> <div>2</div> <div>W</div> </div> </div> <div>Sorcery</div> <div>Create three 1/1 white Rabbit creature tokens.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                        | <div> <div>Hop to It</div> <div> <div>2</div> <div>W</div> </div> </div> <div>Sorcery</div> <div>Create three 1/1 white Rabbit creature tokens.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                        | <div> <div>Knight-Errant of Eos</div> <div> <div>4</div> <div>W</div> </div> </div> <div>Creature -- Human Knight</div> <div> <div>Convoke</div> <div>When this creature enters, look at the top six cards of your library. You may reveal up to two creature cards with mana value X or less from among them, where X is the number of creatures that convoked this creature. Put the revealed cards into your hand, then shuffle.</div> </div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Knight-Errant of Eos</div> <div> <div>4</div> <div>W</div> </div> </div> <div>Creature -- Human Knight</div> <div> <div>Convoke</div> <div>When this creature enters, look at the top six cards of your library. You may reveal up to two creature cards with mana value X or less from among them, where X is the number of creatures that convoked this creature. Put the revealed cards into your hand, then shuffle.</div> </div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Knight-Errant of Eos</div> <div> <div>4</div> <div>W</div> </div> </div> <div>Creature -- Human Knight</div> <div> <div>Convoke</div> <div>When this creature enters, look at the top six cards of your library. You may reveal up to two creature cards with mana value X or less from among them, where X is the number of creatures that convoked this creature. Put the revealed cards into your hand, then shuffle.</div> </div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Knight-Errant of Eos</div> <div> <div>4</div> <div>W</div> </div> </div> <div>Creature -- Human Knight</div> <div> <div>Convoke</div> <div>When this creature enters, look at the top six cards of your library. You may reveal up to two creature cards with mana value X or less from among them, where X is the number of creatures that convoked this creature. Put the revealed cards into your hand, then shuffle.</div> </div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Lupinflower Village</div> </div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{T}: Add {W}. Spend this mana only to cast a creature spell.</div> <div>{1}{W}, {T}, Sacrifice this land: Look at the top six cards of your library. You may reveal a Bat, Bird, Mouse, or Rabbit card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                 | <div> <div>Oakhollow Village</div> </div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{T}: Add {G}. Spend this mana only to cast a creature spell.</div> <div>{G}, {T}: Put a +1/+1 counter on each Frog, Rabbit, Raccoon, or Squirrel you control that entered the battlefield this turn.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                              |

## Oakhollow Village

Land

{T}: Add {C}.  
{T}: Add {G}. Spend this mana only  
to cast a creature spell.  
{G}, {T}: Put a +1/+1 counter on  
each Frog, Rabbit, Raccoon, or  
Squirrel you control that entered  
the battlefield this turn.

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## Oakhollow Village

Land

{T}: Add {C}.  
{T}: Add {G}. Spend this mana only to cast a creature spell.  
{G}, {T}: Put a +1/+1 counter on each Frog, Rabbit, Raccoon, or Squirrel you control that entered the battlefield this turn.

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## Oakhollow Village

Land

{T}: Add {C}.  
{T}: Add {G}. Spend this mana only  
to cast a creature spell.  
{G}, {T}: Put a +1/+1 counter on  
each Frog, Rabbit, Raccoon, or  
Squirrel you control that entered  
the battlefield this turn.

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## Pawpatch Recruit

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Creature -- Rabbit Warrior

Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)

**Trample**  
Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pawpatch Recruit

**G**

Creature -- Rabbit Warrior

Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)

**Trample**  
Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pawpatch Recruit

**G**

Creature -- Rabbit Warrior

Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)

**Trample**  
Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.

2/1

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## Pawpatch Recruit

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Creature -- Rabbit Warrior

Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)

**Trample**  
Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.

2/1

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## Plains

Basic Land -- Plains

$$(\{T\}: \text{Add } \{W\}.)$$

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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>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div><div>Sanguine Evangelist</div><div>Creature -- Vampire Cleric</div><div>Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)<br/>When this creature enters or dies, create a 1/1 black Bat creature token with flying.</div></div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sanguine Evangelist</div><div>Creature -- Vampire Cleric</div><div>Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)<br/>When this creature enters or dies, create a 1/1 black Bat creature token with flying.</div></div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Seasoned Warrenguard</div><div>Creature -- Rabbit Warrior</div><div>Whenever this creature attacks while you control a token, this creature gets +2/+0 until end of turn.</div></div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Seasoned Warrenguard</div><div>Creature -- Rabbit Warrior</div><div>Whenever this creature attacks while you control a token, this creature gets +2/+0 until end of turn.</div></div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Seasoned Warrenguard</div><div>Creature -- Rabbit Warrior</div><div>Whenever this creature attacks while you control a token, this creature gets +2/+0 until end of turn.</div></div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             | <div><div><div>Seasoned Warrenguard</div><div>Creature -- Rabbit Warrior</div><div>Whenever this creature attacks while you control a token, this creature gets +2/+0 until end of turn.</div></div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             |

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| <b>Season of the Burrow</b> ③④⑤<br>Sorcery<br>Choose up to five {P} worth of modes. You may choose the same mode more than once.<br>{P} -- Create a 1/1 white Rabbit creature token.<br>{P}{P} -- Exile target nonland permanent. Its controller draws a card.<br>{P}{P}{P} -- Return target permanent card with mana value 3 or less from your graveyard to the battlefield with an indestructible counter on it.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Valley Mightcaller</b> ⑥<br>Creature -- Frog Warrior<br>Trample<br>Whenever another Frog, Rabbit, Raccoon, or Squirrel you control enters, put a +1/+1 counter on this creature.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                  | <b>Valley Mightcaller</b> ⑥<br>Creature -- Frog Warrior<br>Trample<br>Whenever another Frog, Rabbit, Raccoon, or Squirrel you control enters, put a +1/+1 counter on this creature.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                  | <b>Valley Mightcaller</b> ⑥<br>Creature -- Frog Warrior<br>Trample<br>Whenever another Frog, Rabbit, Raccoon, or Squirrel you control enters, put a +1/+1 counter on this creature.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                  |
| <b>Valley Mightcaller</b> ⑥<br>Creature -- Frog Warrior<br>Trample<br>Whenever another Frog, Rabbit, Raccoon, or Squirrel you control enters, put a +1/+1 counter on this creature.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                | <b>Valley Questcaller</b> ①④<br>Creature -- Rabbit Warrior<br>Whenever one or more other Rabbits, Bats, Birds, and/or Mice you control enter, scry 1.<br>Other Rabbits, Bats, Birds, and Mice you control get +1/+1.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Valley Questcaller</b> ①④<br>Creature -- Rabbit Warrior<br>Whenever one or more other Rabbits, Bats, Birds, and/or Mice you control enter, scry 1.<br>Other Rabbits, Bats, Birds, and Mice you control get +1/+1.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Valley Questcaller</b> ①④<br>Creature -- Rabbit Warrior<br>Whenever one or more other Rabbits, Bats, Birds, and/or Mice you control enter, scry 1.<br>Other Rabbits, Bats, Birds, and Mice you control get +1/+1.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

Playtest cards - Arthurious - Standard (MTG Circle Cup #3 Standard)

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>Valley Questcaller</div><div><div>1</div><div>W</div></div></div> <div><div>Creature -- Rabbit Warrior</div><div>Whenever one or more other Rabbits, Bats, Birds, and/or Mice you control enter, scry 1.<br/>Other Rabbits, Bats, Birds, and Mice you control get +1/+1.</div><div><div>2/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                | <div><div>Warren Warleader</div><div><div>2</div><div>W</div><div>W</div></div></div> <div><div>Creature -- Rabbit Knight</div><div>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/>Whenever you attack, choose one --<br/>* Create a 1/1 white Rabbit creature token that's tapped and attacking.<br/>* Attacking creatures you control get +1/+1 until end of turn.</div><div><div>4/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div>Warren Warleader</div><div><div>2</div><div>W</div><div>W</div></div></div> <div><div>Creature -- Rabbit Knight</div><div>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/>Whenever you attack, choose one --<br/>* Create a 1/1 white Rabbit creature token that's tapped and attacking.<br/>* Attacking creatures you control get +1/+1 until end of turn.</div><div><div>4/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Warren Warleader</div><div><div>2</div><div>W</div><div>W</div></div></div> <div><div>Creature -- Rabbit Knight</div><div>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/>Whenever you attack, choose one --<br/>* Create a 1/1 white Rabbit creature token that's tapped and attacking.<br/>* Attacking creatures you control get +1/+1 until end of turn.</div><div><div>4/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                   |
| <div><div>Dewdrop Cure</div><div><div>2</div><div>W</div></div></div> <div><div>Sorcery</div><div>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)<br/>Return up to two target creature cards each with mana value 2 or less from your graveyard to the battlefield. If the gift was promised, instead return up to three target creature cards each with mana value 2 or less from your graveyard to the battlefield.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dewdrop Cure</div><div><div>2</div><div>W</div></div></div> <div><div>Sorcery</div><div>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)<br/>Return up to two target creature cards each with mana value 2 or less from your graveyard to the battlefield. If the gift was promised, instead return up to three target creature cards each with mana value 2 or less from your graveyard to the battlefield.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Get Lost</div><div><div>1</div><div>W</div></div></div> <div><div>Instant</div><div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                | <div><div>Invasion of Gobakhan</div><div><div>1</div><div>W</div></div></div> <div><div>Battle -- Siege</div><div>(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)<br/>When this Siege enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.</div><div>[sideboard]</div><div><div>D 3</div></div><div>----- BACK FACE -----</div><div><div>Lightshield Array</div><div>Enchantment</div><div>At the beginning of your end step, put a +1/+1 counter on each creature that attacked this turn.<br/>Sacrifice this enchantment: Creatures you control gain hexproof and indestructible until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div><div><div>Invasion of Gobakhan</div><div><div>1</div><div>W</div></div></div><div><div>Battle -- Siege</div><div>(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.</div><div>[sideboard]</div><div><div>D 3</div></div><div><div>-----<br/>-- -- BACK FACE -- --</div></div><div><div>Lightshield Array</div><div>Enchantment</div><div>At the beginning of your end step, put a +1/+1 counter on each creature that attacked this turn. Sacrifice this enchantment: Creatures you control gain hexproof and indestructible until end of turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Nissa, Ascended Animist</div><div><div>3</div><div>G</div><div>G</div><div>GP</div><div>GP</div></div></div><div><div>Legendary Planeswalker -- Nissa</div><div>Completed ({G/P} can be paid with {G} or 2 life. For each {G/P} paid with life, this planeswalker enters with two fewer loyalty counters.) [+1]: Create an X/X green Phyrexian Horror creature token, where X is Nissa's loyalty. [-1]: Destroy target artifact or enchantment. [-7]: Until end of turn, creatures you control get +1/+1 for each Forest you control and gain trample.</div><div>[sideboard]</div><div><div>L 7</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Parting Gust</div><div><div>W</div><div>W</div></div></div><div><div>Instant</div><div>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Exile target nontoken creature. If the gift wasn't promised, return that card to the battlefield under its owner's control with a +1/+1 counter on it at the beginning of the next end step.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Parting Gust</div><div><div>W</div><div>W</div></div></div><div><div>Instant</div><div>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Exile target nontoken creature. If the gift wasn't promised, return that card to the battlefield under its owner's control with a +1/+1 counter on it at the beginning of the next end step.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |
| <div><div><div>Pawpatch Formation</div><div><div>1</div><div>G</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with flying.<br/>* Destroy target enchantment.<br/>* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | <div><div><div>Pick Your Poison</div><div><div>G</div></div></div><div><div>Sorcery</div><div>Choose one --<br/>* Each opponent sacrifices an artifact of their choice.<br/>* Each opponent sacrifices an enchantment of their choice.<br/>* Each opponent sacrifices a creature with flying of their choice.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                                                                                                                                                                                  | <div><div><div>Requisition Raid</div><div><div>W</div></div></div><div><div>Sorcery</div><div>Spree (Choose one or more additional costs.)<br/>+ {1} -- Destroy target artifact.<br/>+ {1} -- Destroy target enchantment.<br/>+ {1} -- Put a +1/+1 counter on each creature target player controls.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                                                                       | <div><div><div>Royal Treatment</div><div><div>G</div></div></div><div><div>Instant</div><div>Target creature you control gains hexproof until end of turn. Create a Royal Role token attached to that creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has ward {1}.)</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                                     |

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| <div> <div>Royal Treatment</div> <div> <div>6</div> </div> </div> <div> <div>Instant</div> <div> <p>Target creature you control gains hexproof until end of turn. Create a Royal Role token attached to that creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has ward {1}.)</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sandstalker Moloch</div> <div> <div>1</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Creature -- Lizard</div> <div> <div>Flash</div> <p>When this creature enters, if an opponent cast a blue and/or black spell this turn, look at the top four cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p> <p>[sideboard]</p> </div> </div> <div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sandstalker Moloch</div> <div> <div>1</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Creature -- Lizard</div> <div> <div>Flash</div> <p>When this creature enters, if an opponent cast a blue and/or black spell this turn, look at the top four cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p> <p>[sideboard]</p> </div> </div> <div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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Playtest cards - Arthurious - Standard (MTG Circle Cup #3 Standard)

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