

Advent of the Wurm (1GGW)

Instant

Create a 5/5 green Wurm creature token with trample.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Avacyn's Pilgrim

Creature -- Human Monk

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

1/1

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Avacyn's Pilgrim G

Creature -- Human Monk

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Avacyn's Pilgrim (G)

Creature -- Human Monk

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

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Avacyn's Pilgrim (G)

Creature -- Human Monk

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Bonfire of the Damned (X)(X)(R)

Sorcery

Bonfire of the Damned deals X damage to target player or planeswalker and each creature that player or that planeswalker's controller controls. Miracle {X}{R} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)

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Domri Rade 1 R G Legendary Planeswalker -- Domri [+1]: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand. [-2]: Target creature you control fights another target creature. [-7]: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste." L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Domri Rade 1 R G Legendary Planeswalker -- Domri [+1]: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand. [-2]: Target creature you control fights another target creature. [-7]: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste." L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Domri Rade 1 R G Legendary Planeswalker -- Domri [+1]: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand. [-2]: Target creature you control fights another target creature. [-7]: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste." L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Domri Rade 1 R G Legendary Planeswalker -- Domri [+1]: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand. [-2]: Target creature you control fights another target creature. [-7]: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste." L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Flinthoof Boar 1 G Creature -- Boar This creature gets +1/+1 as long as you control a Mountain. {R}: This creature gains haste until end of turn. (It can attack and {T} this turn.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flinthoof Boar 1 G Creature -- Boar This creature gets +1/+1 as long as you control a Mountain. {R}: This creature gains haste until end of turn. (It can attack and {T} this turn.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flinthoof Boar 1 G Creature -- Boar This creature gets +1/+1 as long as you control a Mountain. {R}: This creature gains haste until end of turn. (It can attack and {T} this turn.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Rootbound Crag Land This land enters tapped unless you control a Mountain or a Forest. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rootbound Crag Land This land enters tapped unless you control a Mountain or a Forest. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rootbound Crag Land This land enters tapped unless you control a Mountain or a Forest. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sacred Foundry Land -- Mountain Plains {T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Temple Garden Land -- Forest Plains ({T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thundermaw Hellkite (3)(R)(R) Creature -- Dragon Flying Haste (This creature can attack and {T} as soon as it comes under your control.) When this creature enters, it deals 1 damage to each creature with flying your opponents control. Tap those creatures. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thundermaw Hellkite (3)(R)(R) Creature -- Dragon Flying Haste (This creature can attack and {T} as soon as it comes under your control.) When this creature enters, it deals 1 damage to each creature with flying your opponents control. Tap those creatures. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thundermaw Hellkite (3)(R)(R) Creature -- Dragon Flying Haste (This creature can attack and {T} as soon as it comes under your control.) When this creature enters, it deals 1 damage to each creature with flying your opponents control. Tap those creatures. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Voice of Resurgence (G)(W) Creature -- Elemental Whenever an opponent casts a spell during your turn and when this creature dies, create a green and white Elemental creature token with "This token's power and toughness are each equal to the number of creatures you control." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of Resurgence (G)(W) Creature -- Elemental Whenever an opponent casts a spell during your turn and when this creature dies, create a green and white Elemental creature token with "This token's power and toughness are each equal to the number of creatures you control." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of Resurgence (G)(W) Creature -- Elemental Whenever an opponent casts a spell during your turn and when this creature dies, create a green and white Elemental creature token with "This token's power and toughness are each equal to the number of creatures you control." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of Resurgence (G)(W) Creature -- Elemental Whenever an opponent casts a spell during your turn and when this creature dies, create a green and white Elemental creature token with "This token's power and toughness are each equal to the number of creatures you control." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Assemble the Legion (3)(R)(W) Enchantment At the beginning of your upkeep, put a muster counter on this enchantment. Then create a 1/1 red and white Soldier creature token with haste for each muster counter on this enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boros Charm (R)(W) Instant Choose one -- * Boros Charm deals 4 damage to target player or planeswalker. * Permanents you control gain indestructible until end of turn. * Target creature gains double strike until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boros Charm (R)(W) Instant Choose one -- * Boros Charm deals 4 damage to target player or planeswalker. * Permanents you control gain indestructible until end of turn. * Target creature gains double strike until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nevermore (1)(W)(W) Enchantment As this enchantment enters, choose a nonland card name. Spells with the chosen name can't be cast. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Daylightdancer - Standard (Sol Ring Historic Standard'24)

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

Nevermore 1 W W Enchantment As this enchantment enters, choose a nonland card name. Spells with the chosen name can't be cast. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oblivion Ring 2 W Enchantment When this enchantment enters, exile another target nonland permanent. When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oblivion Ring 2 W Enchantment When this enchantment enters, exile another target nonland permanent. When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pillar of Flame R Sorcery Pillar of Flame deals 2 damage to any target. If a creature dealt damage this way would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pillar of Flame R Sorcery Pillar of Flame deals 2 damage to any target. If a creature dealt damage this way would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stony Silence 1 W Enchantment Activated abilities of artifacts can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stony Silence 1 W Enchantment Activated abilities of artifacts can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unflinching Courage 1 G W Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 and has trample and lifelink. (Damage dealt by the creature also causes its controller to gain that much life.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unflinching Courage 1GW Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 and has trample and lifelink. (Damage dealt by the creature also causes its controller to gain that much life.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wear 1R Instant Destroy target artifact. Fuse (You may cast one or both halves of this card from your hand.) [sideboard] ----- RIGHT HALF ----- Tear W Instant Destroy target enchantment. Fuse (You may cast one or both halves of this card from your hand.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wear 1R Instant Destroy target artifact. Fuse (You may cast one or both halves of this card from your hand.) [sideboard] ----- RIGHT HALF ----- Tear W Instant Destroy target enchantment. Fuse (You may cast one or both halves of this card from your hand.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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