

Aerith Gainsborough 2 W Legendary Creature -- Human Cleric Lifelink Whenever you gain life, put a +1/+1 counter on Aerith Gainsborough. When Aerith Gainsborough dies, put X +1/+1 counters on each legendary creature you control, where X is the number of +1/+1 counters on Aerith Gainsborough. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Angel of Vitality 2 W Creature -- Angel Flying If you would gain life, you gain that much life plus 1 instead. This creature gets +2/+2 as long as you have 25 or more life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Another Chance 2 B Instant You may mill two cards. Then return up to two creature cards from your graveyard to your hand. (To mill two cards, put the top two cards of your library into your graveyard.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Authority of the Consuls W Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Banishing Light 2 W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodthirsty Conqueror 3 B B Creature -- Vampire Knight Flying, deathtouch Whenever an opponent loses life, you gain that much life. (Damage causes loss of life.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cat Collector 2 W Creature -- Human Citizen When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Whenever you gain life for the first time during each of your turns, create a 1/1 white Cat creature token. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cat Collector 2 W Creature -- Human Citizen When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Whenever you gain life for the first time during each of your turns, create a 1/1 white Cat creature token. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck1

sheet 1/8 - 8 cards - 2.5 x 3.5 in each

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.

Cat Collector 2W Creature -- Human Citizen When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Whenever you gain life for the first time during each of your turns, create a 1/1 white Cat creature token. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chorale of the Void 3B Enchantment -- Aura Enchant creature you control Whenever enchanted creature attacks, put target creature card from defending player's graveyard onto the battlefield under your control tapped and attacking. Void -- At the beginning of your end step, sacrifice this Aura unless a nonland permanent left the battlefield this turn or a spell was warped this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dazzling Angel 2W Creature -- Angel Flying Whenever another creature you control enters, you gain 1 life. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elenda, Saint of Dusk 2WB Legendary Creature -- Vampire Knight Lifelink, hexproof from instants As long as your life total is greater than your starting life total, Elenda gets +1/+1 and has menace. Elenda gets an additional +5/+5 as long as your life total is at least 10 greater than your starting life total. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Elspeth, Storm Slayer 3WW Legendary Planeswalker -- Elspeth If one or more tokens would be created under your control, twice that many of those tokens are created instead. [+1]: Create a 1/1 white Soldier creature token. [0]: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn. [-3]: Destroy target creature an opponent controls with mana value 3 or greater. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Tenacity 2BB Enchantment Creature -- Snake Glimmer Whenever you gain life, target opponent loses that much life. When Enduring Tenacity 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.) 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Essence Channeler 1W Creature -- Bat Cleric As long as you've lost life this turn, this creature has flying and vigilance. Whenever you gain life, put a +1/+1 counter on this creature. When this creature dies, put its counters on target creature you control. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fiendish Panda 2WB Creature -- Bear Demon Whenever you gain life, put a +1/+1 counter on this creature. When this creature dies, return another target non-Bear creature card with mana value less than or equal to this creature's power from your graveyard to the battlefield. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fiendish Panda (2)(W)(B) Creature -- Bear Demon Whenever you gain life, put a +1/+1 counter on this creature. When this creature dies, return another target non-Bear creature card with mana value less than or equal to this creature's power from your graveyard to the battlefield. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Get Lost (1)(W) Instant 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Get Lost (1)(W) Instant 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Get Lost (1)(W) Instant 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Inspiring Overseer (2)(W) Creature -- Angel Cleric Flying When this creature enters, you gain 1 life and draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leonin Vanguard (W) Creature -- Cat Soldier At the beginning of combat on your turn, if you control three or more creatures, this creature gets +1/+1 until end of turn and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leonin Vanguard (W) Creature -- Cat Soldier At the beginning of combat on your turn, if you control three or more creatures, this creature gets +1/+1 until end of turn and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marauding Blight-Priest (2)(B) Creature -- Vampire Cleric Whenever you gain life, each opponent loses 1 life. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Marauding Blight-Priest (2)(B) Creature -- Vampire Cleric Whenever you gain life, each opponent loses 1 life. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Maximum Overdrive (1)(B) Instant Put a +1/+1 counter on target creature. It gains deathtouch and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Moment of Craving (1)(B) Instant Target creature gets -2/-2 until end of turn. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Moment of Craving (1)(B) Instant Target creature gets -2/-2 until end of turn. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Outlaw Medic 1 W Creature -- Human Rogue Lifelink When this creature dies, draw a card. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Scoured Barrens Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scoured Barrens Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scoured Barrens Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scoured Barrens Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Card

- - - OTHER FACE - - -

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

Sorcery

Choose one --

- ```
* Destroy all tapped creatures.
* Destroy all untapped creatures.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

## Sorcery

Choose one --

- ```
* Destroy all tapped creatures.
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```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Swamp

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

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Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Twinblade Paladin 3W Creature -- Human Knight Whenever you gain life, put a +1/+1 counter on this creature. As long as you have 25 or more life, this creature has double strike. (It deals both first-strike and regular combat damage.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Twinblade Paladin 3W Creature -- Human Knight Whenever you gain life, put a +1/+1 counter on this creature. As long as you have 25 or more life, this creature has double strike. (It deals both first-strike and regular combat damage.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	