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| <b>Cosmogrand Zenith</b> (2)(W)<br>Creature -- Human Soldier<br>Whenever you cast your second spell each turn, choose one --<br>* Create two 1/1 white Human Soldier creature tokens.<br>* Put a +1/+1 counter on each creature you control.<br><div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Cosmogrand Zenith</b> (2)(W)<br>Creature -- Human Soldier<br>Whenever you cast your second spell each turn, choose one --<br>* Create two 1/1 white Human Soldier creature tokens.<br>* Put a +1/+1 counter on each creature you control.<br><div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Descendant of Storms</b> (W)<br>Creature -- Human Soldier<br>Whenever this creature attacks, you may pay {1}{W}. If you do, it endures 1. (Put a +1/+1 counter on it or create a 1/1 white Spirit creature token.)<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                  | <b>Descendant of Storms</b> (W)<br>Creature -- Human Soldier<br>Whenever this creature attacks, you may pay {1}{W}. If you do, it endures 1. (Put a +1/+1 counter on it or create a 1/1 white Spirit creature token.)<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                  |
| <b>Descendant of Storms</b> (W)<br>Creature -- Human Soldier<br>Whenever this creature attacks, you may pay {1}{W}. If you do, it endures 1. (Put a +1/+1 counter on it or create a 1/1 white Spirit creature token.)<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                        | <b>Descendant of Storms</b> (W)<br>Creature -- Human Soldier<br>Whenever this creature attacks, you may pay {1}{W}. If you do, it endures 1. (Put a +1/+1 counter on it or create a 1/1 white Spirit creature token.)<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                        | <b>Lightstall Inquisitor</b> (W)<br>Creature -- Angel Wizard<br>Vigilance<br>When this creature enters, each opponent exiles a card from their hand and may play that card for as long as it remains exiled. Each spell cast this way costs {1} more to cast. Each land played this way enters tapped.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Lightstall Inquisitor</b> (W)<br>Creature -- Angel Wizard<br>Vigilance<br>When this creature enters, each opponent exiles a card from their hand and may play that card for as long as it remains exiled. Each spell cast this way costs {1} more to cast. Each land played this way enters tapped.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <b>Lightstall Inquisitor</b> (W)<br>Creature -- Angel Wizard<br>Vigilance<br>When this creature enters, each opponent exiles a card from their hand and may play that card for as long as it remains exiled. Each spell cast this way costs {1} more to cast. Each land played this way enters tapped.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev      | <b>Lightstall Inquisitor</b> (W)<br>Creature -- Angel Wizard<br>Vigilance<br>When this creature enters, each opponent exiles a card from their hand and may play that card for as long as it remains exiled. Each spell cast this way costs {1} more to cast. Each land played this way enters tapped.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev      | <b>Lumen-Class Frigate</b> (1)(W)<br>Artifact -- Spacecraft<br>Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 12+.)<br>2+   Other creatures you control get +1/+1.<br>12+   Flying, lifelink<br><div>3/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Lumen-Class Frigate</b> (1)(W)<br>Artifact -- Spacecraft<br>Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 12+.)<br>2+   Other creatures you control get +1/+1.<br>12+   Flying, lifelink<br><div>3/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Lumen-Class Frigate</b> (1)(W)<br>Artifact -- Spacecraft<br>Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 12+.)<br>2+   Other creatures you control get +1/+1.<br>12+   Flying, lifelink<br><div>3/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Lumen-Class Frigate</b> (1)(W)<br>Artifact -- Spacecraft<br>Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 12+.)<br>2+   Other creatures you control get +1/+1.<br>12+   Flying, lifelink<br><div>3/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Plains</b><br>Basic Land -- Plains<br>({T}: Add {W}.)<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                       | <b>Plains</b><br>Basic Land -- Plains<br>({T}: Add {W}.)<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                       |

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Sanguine Evangelist</div><div><div>2</div><div>W</div></div></div> <div>Creature -- Vampire Cleric</div> <div><div>Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)</div><div>When this creature enters or dies, create a 1/1 black Bat creature token with flying.</div></div> <div><div>2/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Sanguine Evangelist</div><div><div>2</div><div>W</div></div></div> <div>Creature -- Vampire Cleric</div> <div><div>Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)</div><div>When this creature enters or dies, create a 1/1 black Bat creature token with flying.</div></div> <div><div>2/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Sanguine Evangelist</div><div><div>2</div><div>W</div></div></div> <div>Creature -- Vampire Cleric</div> <div><div>Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)</div><div>When this creature enters or dies, create a 1/1 black Bat creature token with flying.</div></div> <div><div>2/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Seam Rip</div><div><div>W</div></div></div> <div>Enchantment</div> <div>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                 |
| <div><div>Seam Rip</div><div><div>W</div></div></div> <div>Enchantment</div> <div>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                          | <div><div>Seam Rip</div><div><div>W</div></div></div> <div>Enchantment</div> <div>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                          | <div><div>Seam Rip</div><div><div>W</div></div></div> <div>Enchantment</div> <div>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                          | <div><div>Sheltered by Ghosts</div><div><div>1</div><div>W</div></div></div> <div>Enchantment -- Aura</div> <div><div>Enchant creature you control</div><div>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.</div><div>Enchanted creature gets +1/+0 and has lifelink and ward {2}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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

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

Land

{T}: Add {C}.  
{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {C}.  
{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {C}.  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {C}.  
{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Artifact Creature -- Toy

When this creature enters, draw a card. Then discard a card unless you control another creature with power 2 or less.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Artifact Creature -- Toy

When this creature enters, draw a card. Then discard a card unless you control another creature with power 2 or less.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 6/10 - 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.

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| <b>Toby, Beastie Befriender</b> (2)(W)<br>Legendary Creature -- Human Wizard<br>When Toby enters, create a 4/4 white Beast creature token with "This token can't attack or block alone."<br>As long as you control four or more creature tokens, creature tokens you control have flying.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                     | <b>Toby, Beastie Befriender</b> (2)(W)<br>Legendary Creature -- Human Wizard<br>When Toby enters, create a 4/4 white Beast creature token with "This token can't attack or block alone."<br>As long as you control four or more creature tokens, creature tokens you control have flying.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                     | <b>Veteran Survivor</b> (W)<br>Creature -- Human Survivor<br>Survival -- At the beginning of your second main phase, if this creature is tapped, exile up to one target card from a graveyard.<br>As long as there are three or more cards exiled with this creature, it gets +3/+3 and has hexproof. (It can't be the target of spells or abilities your opponents control.)<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Veteran Survivor</b> (W)<br>Creature -- Human Survivor<br>Survival -- At the beginning of your second main phase, if this creature is tapped, exile up to one target card from a graveyard.<br>As long as there are three or more cards exiled with this creature, it gets +3/+3 and has hexproof. (It can't be the target of spells or abilities your opponents control.)<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Veteran Survivor</b> (W)<br>Creature -- Human Survivor<br>Survival -- At the beginning of your second main phase, if this creature is tapped, exile up to one target card from a graveyard.<br>As long as there are three or more cards exiled with this creature, it gets +3/+3 and has hexproof. (It can't be the target of spells or abilities your opponents control.)<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Veteran Survivor</b> (W)<br>Creature -- Human Survivor<br>Survival -- At the beginning of your second main phase, if this creature is tapped, exile up to one target card from a graveyard.<br>As long as there are three or more cards exiled with this creature, it gets +3/+3 and has hexproof. (It can't be the target of spells or abilities your opponents control.)<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Virtue of Loyalty</b> (3)(W)(W)<br>Enchantment<br>At the beginning of your end step, put a +1/+1 counter on each creature you control. Untap those creatures.<br>----- ADVENTURE -----<br><b>Ardenvale Fealty</b> (1)(W)<br>Instant -- Adventure<br>Create a 2/2 white Knight creature token with vigilance. (Then exile this card. You may cast the enchantment later from exile.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev       | <b>Virtue of Loyalty</b> (3)(W)(W)<br>Enchantment<br>At the beginning of your end step, put a +1/+1 counter on each creature you control. Untap those creatures.<br>----- ADVENTURE -----<br><b>Ardenvale Fealty</b> (1)(W)<br>Instant -- Adventure<br>Create a 2/2 white Knight creature token with vigilance. (Then exile this card. You may cast the enchantment later from exile.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev       |

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| <b>Voice of Victory</b> ①①W<br>Creature -- Human Bard<br>Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                              | <b>Voice of Victory</b> ①①W<br>Creature -- Human Bard<br>Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                              | <b>Voice of Victory</b> ①①W<br>Creature -- Human Bard<br>Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                               | <b>Voice of Victory</b> ①①W<br>Creature -- Human Bard<br>Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                               |
| <b>Case of the Gateway Express</b> ①①W<br>Enchantment -- Case<br>When this Case enters, choose target creature you don't control. Each creature you control deals 1 damage to that creature.<br>To solve -- Three or more creatures attacked this turn. (If unsolved, solve at the beginning of your end step.)<br>Solved -- Creatures you control get +1/+0.<br>[sideboard]<br><div>L 5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Case of the Gateway Express</b> ①①W<br>Enchantment -- Case<br>When this Case enters, choose target creature you don't control. Each creature you control deals 1 damage to that creature.<br>To solve -- Three or more creatures attacked this turn. (If unsolved, solve at the beginning of your end step.)<br>Solved -- Creatures you control get +1/+0.<br>[sideboard]<br><div>L 5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Elspeth, Storm Slayer</b> ③③W③W<br>Legendary Planeswalker -- Elspeth<br>If one or more tokens would be created under your control, twice that many of those tokens are created instead.<br>[+1]: Create a 1/1 white Soldier creature token.<br>[0]: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn.<br>[-3]: Destroy target creature an opponent controls with mana value 3 or greater.<br>[sideboard]<br><div>L 5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Elspeth, Storm Slayer</b> ③③W③W<br>Legendary Planeswalker -- Elspeth<br>If one or more tokens would be created under your control, twice that many of those tokens are created instead.<br>[+1]: Create a 1/1 white Soldier creature token.<br>[0]: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn.<br>[-3]: Destroy target creature an opponent controls with mana value 3 or greater.<br>[sideboard]<br><div>L 5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck)

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

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| <div><div><div>Honor</div><div>W</div></div><div>Sorcery</div><div>Put a +1/+1 counter on target creature.<br/>Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                         | <div><div><div>Honor</div><div>W</div></div><div>Sorcery</div><div>Put a +1/+1 counter on target creature.<br/>Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                         | <div><div><div>Honor</div><div>W</div></div><div>Sorcery</div><div>Put a +1/+1 counter on target creature.<br/>Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                         | <div><div><div>Honor</div><div>W</div></div><div>Sorcery</div><div>Put a +1/+1 counter on target creature.<br/>Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                             |
| <div><div><div>Requisition Raid</div><div>W</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Requisition Raid</div><div>W</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Requisition Raid</div><div>W</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Scout for Survivors</div><div>2W</div></div><div>Sorcery</div><div>Return up to three target creature cards with total mana value 3 or less from your graveyard to the battlefield. Put a +1/+1 counter on each of them.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> Scout for Survivors 2W </div> <div> Sorcery </div> <div> Return up to three target creature cards with total mana value 3 or less from your graveyard to the battlefield. Put a +1/+1 counter on each of them. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Split Up 1WW </div> <div> Sorcery </div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Destroy all tapped creatures.</li> <li>* Destroy all untapped creatures.</li> </ul> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Split Up 1WW </div> <div> Sorcery </div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Destroy all tapped creatures.</li> <li>* Destroy all untapped creatures.</li> </ul> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |  |
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