

Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Combat Thresher7 Artifact Creature -- Construct Prototype {2}{W} -- 1/1 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Double strike When this creature enters, draw a card. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Enduring Angel 2 W W W Creature -- Angel Flying, double strike You have hexproof. If your life total would be reduced to 0 or less, instead transform this creature and your life total becomes 3. Then if this creature didn't transform this way, you lose the game. 3/3 ----- BACK FACE ----- Angelic Enforcer Creature -- Angel Flying You have hexproof. Angelic Enforcer's power and toughness are each equal to your life total. Whenever this creature attacks, double your life total. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Homestead Courage W Sorcery Put a +1/+1 counter on target creature you control. It gains vigilance until end of turn. Flashback {W} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Homestead Courage W Sorcery Put a +1/+1 counter on target creature you control. It gains vigilance until end of turn. Flashback {W} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Homestead Courage W Sorcery Put a +1/+1 counter on target creature you control. It gains vigilance until end of turn. Flashback {W} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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① W

Double strike
Whenever this creature becomes the target of a spell you control, it convines. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)

1/1

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① ② W

Lifelink
When this creature enters, you may pay $\{1\}\{W\}$ any number of times. When you pay this cost one or more times, put that many valor counters on this creature.
Creatures you control get $+1/+1$ for each valor counter on this creature.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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W

Target artifact or creature gains hexproof and indestructible until end of turn. Scry 1.

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March of Swirling Mist (X)(U) Instant As an additional cost to cast this spell, you may exile any number of blue cards from your hand. This spell costs {2} less to cast for each card exiled this way. Up to X target creatures phase out. (While they're phased out, they're treated as though they don't exist. Each one phases in before its controller untaps during their next untap step.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	March of Swirling Mist (X)(U) Instant As an additional cost to cast this spell, you may exile any number of blue cards from your hand. This spell costs {2} less to cast for each card exiled this way. Up to X target creatures phase out. (While they're phased out, they're treated as though they don't exist. Each one phases in before its controller untaps during their next untap step.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Meticulous Archive Land -- Plains Island ({T}: Add {W} or {U}.) 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 PLAYbotbox.dev	Meticulous Archive Land -- Plains Island ({T}: Add {W} or {U}.) 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 PLAYbotbox.dev
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Security Bypass Enchantment -- Aura Enchant creature As long as enchanted creature is attacking alone, it can't be blocked. Enchanted creature has "Whenever this creature deals combat damage to a player, it connives." (Its controller draws a card, then discards a card. If they discarded a nonland card, they put a +1/+1 counter on this creature.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Security Bypass Enchantment -- Aura Enchant creature As long as enchanted creature is attacking alone, it can't be blocked. Enchanted creature has "Whenever this creature deals combat damage to a player, it connives." (Its controller draws a card, then discards a card. If they discarded a nonland card, they put a +1/+1 counter on this creature.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Slip Out the Back Instant Put a +1/+1 counter on target creature. It phases out. (Treat it and anything attached to it as though they don't exist until its controller's next turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Slip Out the Back Instant Put a +1/+1 counter on target creature. It phases out. (Treat it and anything attached to it as though they don't exist until its controller's next turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Slip Out the Back U Instant Put a +1/+1 counter on target creature. It phases out. (Treat it and anything attached to it as though they don't exist until its controller's next turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Slip Out the Back U Instant Put a +1/+1 counter on target creature. It phases out. (Treat it and anything attached to it as though they don't exist until its controller's next turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Steel Seraph 6 Artifact Creature -- Angel Prototype {1}{W}{W} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Flying At the beginning of combat on your turn, target creature you control gains your choice of flying, vigilance, or lifelink until end of turn. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Steel Seraph 6 Artifact Creature -- Angel Prototype {1}{W}{W} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Flying At the beginning of combat on your turn, target creature you control gains your choice of flying, vigilance, or lifelink until end of turn. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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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 7/10 - 8 cards - 2.5 x 3.5 in each

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Elspeth's Smite W Instant Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elspeth's Smite W Instant Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spark Rupture 2W Enchantment When this enchantment enters, draw a card. Each planeswalker with one or more loyalty counters on it loses all abilities and is a creature with power and toughness each equal to the number of loyalty counters on it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spark Rupture 2W Enchantment When this enchantment enters, draw a card. Each planeswalker with one or more loyalty counters on it loses all abilities and is a creature with power and toughness each equal to the number of loyalty counters on it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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6 W W

This spell costs {1} less to cast
for each creature on the
battlefield.
Destroy all creatures.

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