

Agent Phil Coulson (1)(W) Legendary Creature -- Human Spy Hero Vigilance {T}: Put a +1/+1 counter on each other Hero you control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Agent Phil Coulson (1)(W) Legendary Creature -- Human Spy Hero Vigilance {T}: Put a +1/+1 counter on each other Hero you control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arachne, Psionic Weaver (2)(W) Legendary Creature -- Spider Human Hero Web-slinging {W} (You may cast this spell for {W} if you also return a tapped creature you control to its owner's hand.) As Arachne enters, look at an opponent's hand, then choose a card type other than creature. Spells of the chosen type cost {1} more to cast. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arachne, Psionic Weaver (2)(W) Legendary Creature -- Spider Human Hero Web-slinging {W} (You may cast this spell for {W} if you also return a tapped creature you control to its owner's hand.) As Arachne enters, look at an opponent's hand, then choose a card type other than creature. Spells of the chosen type cost {1} more to cast. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Arachne, Psionic Weaver (2)(W) Legendary Creature -- Spider Human Hero Web-slinging {W} (You may cast this spell for {W} if you also return a tapped creature you control to its owner's hand.) As Arachne enters, look at an opponent's hand, then choose a card type other than creature. Spells of the chosen type cost {1} more to cast. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Araña, Heart of the Spider (1)(R)(W) Legendary Creature -- Spider Human Hero Whenever you attack, put a +1/+1 counter on target attacking creature. Whenever a modified creature you control deals combat damage to a player, exile the top card of your library. You may play that card this turn. (Equipment, Auras you control, and counters are modifications.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Araña, Heart of the Spider (1)(R)(W) Legendary Creature -- Spider Human Hero Whenever you attack, put a +1/+1 counter on target attacking creature. Whenever a modified creature you control deals combat damage to a player, exile the top card of your library. You may play that card this turn. (Equipment, Auras you control, and counters are modifications.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Araña, Heart of the Spider (1)(R)(W) Legendary Creature -- Spider Human Hero Whenever you attack, put a +1/+1 counter on target attacking creature. Whenever a modified creature you control deals combat damage to a player, exile the top card of your library. You may play that card this turn. (Equipment, Auras you control, and counters are modifications.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aunt May W Legendary Creature -- Human Citizen Whenever another creature you control enters, you gain 1 life. If it's a Spider, put a +1/+1 counter on it. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aunt May W Legendary Creature -- Human Citizen Whenever another creature you control enters, you gain 1 life. If it's a Spider, put a +1/+1 counter on it. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aunt May W Legendary Creature -- Human Citizen Whenever another creature you control enters, you gain 1 life. If it's a Spider, put a +1/+1 counter on it. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Avengers Tower Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a Hero spell or to activate an ability of a Hero source. {4}, {T}: Look at the top three cards of your library. You may reveal a Hero card from among them and put it into your hand. Put the rest on the bottom of your library in any order. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Avengers Tower Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a Hero spell or to activate an ability of a Hero source. {4}, {T}: Look at the top three cards of your library. You may reveal a Hero card from among them and put it into your hand. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Avengers Tower Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a Hero spell or to activate an ability of a Hero source. {4}, {T}: Look at the top three cards of your library. You may reveal a Hero card from among them and put it into your hand. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Avengers Tower Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a Hero spell or to activate an ability of a Hero source. {4}, {T}: Look at the top three cards of your library. You may reveal a Hero card from among them and put it into your hand. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Captain America, Super-Soldier 1 W W Legendary Creature -- Human Soldier Hero First strike Captain America enters with a shield counter on him. (If he would be dealt damage or destroyed, remove a shield counter from him instead.) As long as Captain America has a shield counter on him, you and other Heroes you control have hexproof. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Captain America, Super-Soldier (1)(W)(W) Legendary Creature -- Human Soldier Hero First strike Captain America enters with a shield counter on him. (If he would be dealt damage or destroyed, remove a shield counter from him instead.) As long as Captain America has a shield counter on him, you and other Heroes you control have hexproof. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cosmic Spider-Man (W)(U)(B)(R)(G) Legendary Creature -- Spider Human Hero Flying, first strike, trample, lifelink, haste At the beginning of combat on your turn, other Spiders you control gain flying, first strike, trample, lifelink, and haste until end of turn. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cosmic Spider-Man (W)(U)(B)(R)(G) Legendary Creature -- Spider Human Hero Flying, first strike, trample, lifelink, haste At the beginning of combat on your turn, other Spiders you control gain flying, first strike, trample, lifelink, and haste until end of turn. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cosmic Spider-Man (W)(U)(B)(R)(G) Legendary Creature -- Spider Human Hero Flying, first strike, trample, lifelink, haste At the beginning of combat on your turn, other Spiders you control gain flying, first strike, trample, lifelink, and haste until end of turn. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Erode W Instant Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Erode W Instant Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Erode W Instant Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gwen Stacy 1R Legendary Creature -- Human Performer Hero When Gwen Stacy enters, exile the top card of your library. You may play that card for as long as you control this creature. {2}{U}{R}{W}: Transform Gwen Stacy. Activate only as a sorcery. 2/1 BACK FACE Ghost-Spider 2URW Legendary Creature -- Spider Human Hero Flying, vigilance, haste Whenever you play a land from exile or cast a spell from exile, put a +1/+1 counter on Ghost-Spider. Remove two counters from Ghost-Spider: Exile the top card of your library. You may play that card this turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Gwen Stacy 1R Legendary Creature -- Human Performer Hero When Gwen Stacy enters, exile the top card of your library. You may play that card for as long as you control this creature. {2}{U}{R}{W}: Transform Gwen Stacy. Activate only as a sorcery. 2/1 BACK FACE Ghost-Spider 2URW Legendary Creature -- Spider Human Hero Flying, vigilance, haste Whenever you play a land from exile or cast a spell from exile, put a +1/+1 counter on Ghost-Spider. Remove two counters from Ghost-Spider: Exile the top card of your library. You may play that card this turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jennifer Walters 1W Legendary Creature -- Human Advisor Hero Your opponents can't cast spells during your turn. {3}{G}{W}{W}: Transform Jennifer Walters. Activate only as a sorcery. 2/3 BACK FACE The Sensational She-Hulk 3GWW Legendary Creature -- Gamma Hero Reach, trample Your opponents can't cast spells during your turn. Whenever a creature you control is dealt damage, you may have The Sensational She-Hulk deal that much damage to any target. Do this only once each turn. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Miles Morales 1G Legendary Creature -- Human Citizen Hero When Miles Morales enters, put a +1/+1 counter on each of up to two target creatures. {3}{R}{G}{W}: Transform Miles Morales. Activate only as a sorcery. 1/2 BACK FACE Ultimate Spider-Man 3RGGW Legendary Creature -- Spider Human Hero First strike, haste Camouflage -- {2}: Put a +1/+1 counter on Ultimate Spider-Man. He gains hexproof and becomes colorless until end of turn. Whenever you attack, double the number of each kind of counter on each Spider and legendary creature you control. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Miles Morales 1G Legendary Creature -- Human Citizen Hero When Miles Morales enters, put a +1/+1 counter on each of up to two target creatures. {3}{R}{G}{W}: Transform Miles Morales. Activate only as a sorcery. 1/2 BACK FACE Ultimate Spider-Man 3RGGW Legendary Creature -- Spider Human Hero First strike, haste Camouflage -- {2}: Put a +1/+1 counter on Ultimate Spider-Man. He gains hexproof and becomes colorless until end of turn. Whenever you attack, double the number of each kind of counter on each Spider and legendary creature you control. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - lvflynn - Standard (ReCQ - Standard - SCG CON Dallas - Friday - 2:00 pm)

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 4/10 - 8 cards - 2.5 x 3.5 in each

Mountain Basic Land -- Mountain {T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Peter Parker 1W Legendary Creature -- Human Scientist Hero When Peter Parker enters, create a 2/1 green Spider creature token with reach. {1}{G}{W}{U}: Transform Peter Parker. Activate only as a sorcery. 0/1 BACK FACE Amazing Spider-Man 1GWU Legendary Creature -- Spider Human Hero Vigilance, reach Each legendary spell you cast that's one or more colors has web-slinging {G}{W}{U}. (You may cast a spell for its web-slinging cost if you also return a tapped creature you control to its owner's hand.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Peter Parker 1W Legendary Creature -- Human Scientist Hero When Peter Parker enters, create a 2/1 green Spider creature token with reach. {1}{G}{W}{U}: Transform Peter Parker. Activate only as a sorcery. 0/1 BACK FACE Amazing Spider-Man 1GWU Legendary Creature -- Spider Human Hero Vigilance, reach Each legendary spell you cast that's one or more colors has web-slinging {G}{W}{U}. (You may cast a spell for its web-slinging cost if you also return a tapped creature you control to its owner's hand.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains {T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Secluded Courtyard Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Secluded Courtyard Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

As this land enters, choose a creature type.
 {T}: Add {C}.
 {T}: Add one mana of any color.
 Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color.
Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enchantment - - Aura

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

Legendary Creature -- Spider Human Hero

Flash
 {1}: Spectacular Spider-Man gains flying until end of turn.
 {1}, Sacrifice Spectacular Spider-Man: Creatures you control gain hexproof and indestructible until end of turn.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Creature -- Spider Human Hero

Flash
 {1}: Spectacular Spider-Man gains flying until end of turn.
 {1}, Sacrifice Spectacular Spider-Man: Creatures you control gain hexproof and indestructible until end of turn.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Creature -- Spider Human Hero

Riot (This creature enters with your choice of a +1/+1 counter or haste.) Other Spiders you control have riot. Spells and abilities can't be countered. Damage can't be prevented.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Creature -- Spider Human Hero

Riot (This creature enters with your choice of a +1/+1 counter or haste.) Other Spiders you control have riot. Spells and abilities can't be countered. Damage can't be prevented.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Creature -- Spider Human Hero

Riot (This creature enters with your choice of a +1/+1 counter or haste.)
Other Spiders you control have riot.
Spells and abilities can't be countered.
Damage can't be prevented.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spinneret and Spiderling [®] Legendary Creature -- Spider Human Hero Whenever you attack with two or more Spiders, put a +1/+1 counter on Spinneret and Spiderling. Whenever Spinneret and Spiderling deals 4 or more damage, exile the top card of your library. Until the end of your next turn, you may play that card. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spinneret and Spiderling [®] Legendary Creature -- Spider Human Hero Whenever you attack with two or more Spiders, put a +1/+1 counter on Spinneret and Spiderling. Whenever Spinneret and Spiderling deals 4 or more damage, exile the top card of your library. Until the end of your next turn, you may play that card. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spinneret and Spiderling [®] Legendary Creature -- Spider Human Hero Whenever you attack with two or more Spiders, put a +1/+1 counter on Spinneret and Spiderling. Whenever Spinneret and Spiderling deals 4 or more damage, exile the top card of your library. Until the end of your next turn, you may play that card. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAY botbox.dev

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 PLAY botbox.dev

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 PLAY botbox.dev

Zack Fair

Legendary Creature -- Human Soldier

Zack Fair enters with a +1/+1 counter on it.

{1}, Sacrifice Zack Fair: Target creature you control gains indestructible until end of turn. Put Zack Fair's counters on that creature and attach an Equipment that was attached to Zack Fair to that creature.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zack Fair

Legendary Creature -- Human Soldier

Zack Fair enters with a +1/+1 counter on it.

{1}, Sacrifice Zack Fair: Target creature you control gains indestructible until end of turn. Put Zack Fair's counters on that creature and attach an Equipment that was attached to Zack Fair to that creature.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chomping Changeling 2G

Creature -- Shapeshifter

Changeling (This card is every creature type.)
When this creature enters, destroy up to one target artifact or enchantment.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chomping Changeling (2G)

Creature -- Shapeshifter

Changeling (This card is every creature type.)
When this creature enters, destroy up to one target artifact or enchantment.

[sidebar]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dawn's Truce

Instant

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.) You and permanents you control gain hexproof until end of turn. If the gift was promised, permanents you control also gain indestructible until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mai, Scornful Striker (1)(B)

Legendary Creature -- Human Noble Ally

```
First strike
Whenever a player casts a
noncreature spell, they lose 2 life.
```

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mai, Scornful Striker (1)(B) Legendary Creature -- Human Noble Ally First strike Whenever a player casts a noncreature spell, they lose 2 life. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mai, Scornful Striker (1)(B) Legendary Creature -- Human Noble Ally First strike Whenever a player casts a noncreature spell, they lose 2 life. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rest in Peace (1)(W) Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rest in Peace (1)(W) Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Rest in Peace (1)(W) Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheltered by Ghosts (1)(W) Enchantment -- Aura 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}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheltered by Ghosts (1)(W) Enchantment -- Aura 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}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spectacular Spider-Man (1)(W) Legendary Creature -- Spider Human Hero Flash {1}: Spectacular Spider-Man gains flying until end of turn. {1}, Sacrifice Spectacular Spider-Man: Creatures you control gain hexproof and indestructible until end of turn. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Winnowing 4 W W Sorcery Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) For each player, you choose a creature that player controls. Then each player sacrifices all other creatures they control that don't share a creature type with the chosen creature they control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Winnowing 4 W W Sorcery Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) For each player, you choose a creature that player controls. Then each player sacrifices all other creatures they control that don't share a creature type with the chosen creature they control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Winnowing 4 W W Sorcery Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) For each player, you choose a creature that player controls. Then each player sacrifices all other creatures they control that don't share a creature type with the chosen creature they control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
--	--	--	--