

Abraded Bluffs Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abraded Bluffs Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abraded Bluffs Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abraded Bluffs Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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	Ajani, Caller of the Pride (1)(W)(W) Legendary Planeswalker -- Ajani [+1]: Put a +1/+1 counter on up to one target creature. [-3]: Target creature gains flying and double strike until end of turn. [-8]: Create X 2/2 white Cat creature tokens, where X is your life total. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Angelic Destiny (2)(W)(W) Enchantment -- Aura Enchant creature Enchanted creature gets +4/+4, has flying and first strike, and is an Angel in addition to its other types. When enchanted creature dies, return this card to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Angel of Finality (3)(W) Creature -- Angel Flying When this creature enters, exile target player's graveyard. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Anim Pakal, Thousandth Moon (1)(R)(W) Legendary Creature -- Human Soldier Whenever you attack with one or more non-Gnome creatures, put a +1/+1 counter on Anim Pakal, then create X 1/1 colorless Gnome artifact creature tokens that are tapped and attacking, where X is the number of +1/+1 counters on Anim Pakal. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Archangel of Tithes (1)(W)(W)(W) Creature -- Angel Flying As long as this creature is untapped, creatures can't attack you or planeswalkers you control unless their controller pays {1} for each of those creatures. As long as this creature is attacking, creatures can't block unless their controller pays {1} for each of those creatures. 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Archangel of Tithes (1)(W)(W)(W) Creature -- Angel Flying As long as this creature is untapped, creatures can't attack you or planeswalkers you control unless their controller pays {1} for each of those creatures. As long as this creature is attacking, creatures can't block unless their controller pays {1} for each of those creatures. 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aurelia, the Law Above (3)(R)(W) Legendary Creature -- Angel Flying, vigilance, haste Whenever a player attacks with three or more creatures, you draw a card. Whenever a player attacks with five or more creatures, Aurelia deals 3 damage to each of your opponents and you gain 3 life. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Aurelia, the Warleader (2)(R)(R)(W)(W) Legendary Creature -- Angel Flying, vigilance, haste Whenever Aurelia attacks for the first time each turn, untap all creatures you control. After this phase, there is an additional combat phase. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beatrix, Loyal General (4)(W)(W) Legendary Creature -- Human Soldier Vigilance (Attacking doesn't cause this creature to tap.) At the beginning of combat on your turn, you may attach any number of Equipment you control to target creature you control. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blacksmith's Talent (R) Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, create a colorless Equipment artifact token named Sword with "Equipped creature gets +1/+1" and equip {2}. {2}{R}: Level 2 At the beginning of combat on your turn, attach target Equipment you control to up to one target creature you control. {3}{R}: Level 3 During your turn, equipped creatures you control have double strike and haste. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bruse Tarl, Roving Rancher (2)(R)(W) Legendary Creature -- Human Warrior Oxen you control have double strike. Whenever Bruse Tarl enters or attacks, exile the top card of your library. If it's a land card, create a 2/2 white Ox creature token. Otherwise, you may cast it until the end of your next turn. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Buster Sword ③ Artifact -- Equipment Equipped creature gets +3/+2. Whenever equipped creature deals combat damage to a player, draw a card, then you may cast a spell from your hand with mana value less than or equal to that damage without paying its mana cost. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Chainsaw ①②③④⑤⑥⑦⑧⑨⑩⑪⑫⑬⑭⑮⑯⑰⑱⑲⑳㉑㉒㉓㉔㉕㉖㉗㉘㉙㉚㉛㉜㉝㉞㉟㊱㊲㊳㊴㊵㊶㊷㊸㊹㊺㊻㊼㊽㊾㊿ Artifact -- Equipment When this Equipment enters, it deals 3 damage to up to one target creature. Whenever one or more creatures die, put a rev counter on this Equipment. Equipped creature gets +X/+0, where X is the number of rev counters on this Equipment. Equip {3} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cloud, Midgar Mercenary ㉞㉟㊱㊲㊳㊴㊵㊶㊷㊸㊹㊺㊻㊼㊽㊾㊿ ^W ^W Legendary Creature -- Human Soldier Mercenary When Cloud enters, search your library for an Equipment card, reveal it, put it into your hand, then shuffle. As long as Cloud is equipped, if a triggered ability of Cloud or an Equipment attached to it triggers, that ability triggers an additional time. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dazzling Angel ②③④⑤⑥⑦⑧⑨⑩⑪⑫⑬⑭⑮⑯⑰⑱⑲⑳㉑㉒㉓㉔㉕㉖㉗㉘㉙㉚㉛㉜㉝㉞㉟㊱㊲㊳㊴㊵㊶㊷㊸㊹㊺㊻㊼㊽㊾㊿ ^W Creature -- Angel Flying Whenever another creature you control enters, you gain 1 life. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dazzling Angel ②③④⑤⑥⑦⑧⑨⑩⑪⑫⑬⑭⑮⑯⑰⑱⑲⑳㉑㉒㉓㉔㉕㉖㉗㉘㉙㉚㉛㉜㉝㉞㉟㊱㊲㊳㊴㊵㊶㊷㊸㊹㊺㊻㊼㊽㊾㊿ ^W Creature -- Angel Flying Whenever another creature you control enters, you gain 1 life. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Delney, Streetwise Lookout ②③④⑤⑥⑦⑧⑨⑩⑪⑫⑬⑭⑮⑯⑰⑱⑲⑳㉑㉒㉓㉔㉕㉖㉗㉘㉙㉚㉛㉜㉝㉞㉟㊱㊲㊳㊴㊵㊶㊷㊸㊹㊺㊻㊼㊽㊾㊿ ^W Legendary Creature -- Human Scout Creatures you control with power 2 or less can't be blocked by creatures with power 3 or greater. If a triggered ability of a creature you control with power 2 or less triggers, that ability triggers an additional time. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diamond Pick-Axe ㉞㉟㊱㊲㊳㊴㊵㊶㊷㊸㊹㊺㊻㊼㊽㊾㊿ ^R Artifact -- Equipment Indestructible (Effects that say "destroy" don't destroy this Equipment.) Equipped creature gets +1/+1 and has "Whenever this creature attacks, create a Treasure token." (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Dragonfire Blade ① Artifact -- Equipment Equipped creature gets +2/+2 and has hexproof from monocolored. Equip {4}. This ability costs {1} less to activate for each color of the creature it targets. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragoon's Lance ①W Artifact -- Equipment Job select (When this Equipment enters, create a 1/1 colorless Hero creature token, then attach this to it.) Equipped creature gets +1/+0 and is a Knight in addition to its other types. During your turn, equipped creature has flying. Gae Bolg -- Equip {4} L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elsbeth, 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	Ertha Jo, Frontier Mentor ②RW Legendary Creature -- Kor Advisor When Ertha Jo enters, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." Whenever you activate an ability that targets a creature or player, copy that ability. You may choose new targets for the copy. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Exalted Sunborn ③WW Creature -- Angel Wizard Flying, lifelink If one or more tokens would be created under your control, twice that many of those tokens are created instead. Warp {1}{W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exalted Sunborn ③WW Creature -- Angel Wizard Flying, lifelink If one or more tokens would be created under your control, twice that many of those tokens are created instead. Warp {1}{W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Excalibur II ① Legendary Artifact -- Equipment Whenever you gain life, put a charge counter on Excalibur II. Equipped creature gets +1/+1 for each charge counter on Excalibur II. Equip {3} L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Felidar Retreat ③W Enchantment Landfall -- Whenever a land you control enters, choose one -- * Create a 2/2 white Cat Beast creature token. * Put a +1/+1 counter on each creature you control. Those creatures gain vigilance until end of turn. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - jarnodccgorila - Standard (Jaffer's Mini Mosh - Standard)

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 4/16 - 8 cards - 2.5 x 3.5 in each

Felidar Savior (3)(W) Creature -- Cat Beast Lifelink (Damage dealt by this creature also causes you to gain that much life.) When this creature enters, put a +1/+1 counter on each of up to two other target creatures you control. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fireshrieker (3) Artifact -- Equipment Equipped creature has double strike. (It deals both first-strike and regular combat damage.) Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Form a Posse (X)(R)(W) Sorcery Create X 1/1 red Mercenary creature tokens with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Form a Posse (X)(R)(W) Sorcery Create X 1/1 red Mercenary creature tokens with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Giada, Font of Hope (1)(W) Legendary Creature -- Angel Flying, vigilance Each other Angel you control enters with an additional +1/+1 counter on it for each Angel you already control. {T}: Add {W}. Spend this mana only to cast an Angel spell. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Giada, Font of Hope (1)(W) Legendary Creature -- Angel Flying, vigilance Each other Angel you control enters with an additional +1/+1 counter on it for each Angel you already control. {T}: Add {W}. Spend this mana only to cast an Angel spell. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gloryheath Lynx (1)(W) Creature -- Cat Mount Lifelink Whenever this creature attacks while saddled, search your library for a basic Plains card, reveal it, put it into your hand, then shuffle. Saddle 2 (Tap any number of other creatures you control with total power 2 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goldvein Pick (2) Artifact -- Equipment Equipped creature gets +1/+1. Whenever equipped creature deals combat damage to a player, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

Equipped creature gets +1/+1.
Whenever equipped creature deals combat damage to a player, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 W

Whenever Haliya or another creature or artifact you control enters, you gain 1 life.

At the beginning of your end step, draw a card if you've gained 3 or more life this turn.

Warp {W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(X) (R)

Hell to Pay deals X damage to target creature. Create a number of tapped Treasure tokens equal to the amount of excess damage dealt to that creature this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

```
As this artifact enters, choose a
color.
Creatures you control of the chosen
color get +1/+0.
{T}: Add one mana of the chosen
color.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

As this artifact enters, choose a color.
Creatures you control of the chosen color get +1/+0.
{T}: Add one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 W W W

Flash (You may cast this spell any time you could cast an instant.)
Flying
You can't lose the game and your opponents can't win the game.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R W

Create two 1/1 white Soldier creature tokens. Until end of turn, creatures you control get +1/+1 and gain haste. (They can attack and {T} this turn.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R W

Create two 1/1 white Soldier creature tokens. Until end of turn, creatures you control get +1/+1 and gain haste. (They can attack and {T} this turn.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

If this card is in your opening hand, you may begin the game with it on the battlefield.
Equipped creature gets +1/+1 and has double strike and trample.
Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② W W

If this card is in your opening hand, you may begin the game with it on the battlefield. If you would gain life, you gain that much life plus 1 instead. As long as you have at least 7 life more than your starting life total, creatures you control get +2/+2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② W W

If this card is in your opening hand, you may begin the game with it on the battlefield. If you would gain life, you gain that much life plus 1 instead. As long as you have at least 7 life more than your starting life total, creatures you control get +2/+2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

```
When this Equipment enters, it deals
2 damage to any target.
Equipped creature gets +2/+1.
Equip {2}
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

```
When this Equipment enters, it deals
2 damage to any target.
Equipped creature gets +2/+1.
Equip {2}
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ W W

Flying
First strike (This creature deals combat damage before creatures without first strike.)
Lifelink (Damage dealt by this creature also causes you to gain that much life.)
Other Angels you control get +1/+1 and have lifelink.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Ojer Taq, Deepest Foundation4WW Legendary Creature -- God Vigilance If one or more creature tokens would be created under your control, three times that many of those tokens are created instead. When Ojer Taq dies, return it to the battlefield tapped and transformed under its owner's control. 6/6 ----- BACK FACE ----- Temple of Civilization Land (Transforms from Ojer Taq, Deepest Foundation.) {T}: Add {W}. {2}{W}, {T}: Transform this land. Activate only if you attacked with three or more creatures this turn and only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev 2/4	Oltec Matterweaver2W Creature -- Human Artificer Whenever you cast a creature spell, choose one -- * Create a 1/1 colorless Gnome artifact creature token. * Create a token that's a copy of target artifact token you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Patchwork Banner3 Artifact As this artifact enters, choose a creature type. Creatures you control of the chosen type get +1/+1. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Patchwork Banner3 Artifact As this artifact enters, choose a creature type. Creatures you control of the chosen type get +1/+1. {T}: Add one mana of any color. 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	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Regal Caracal 3WW Creature -- Cat Other Cats you control get +1/+1 and have lifelink. (Damage dealt by those creatures also causes you to gain that much life.) When this creature enters, create two 1/1 white Cat creature tokens with lifelink. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Resplendent Angel 1WW Creature -- Angel Flying At the beginning of each end step, if you gained 5 or more life this turn, create a 4/4 white Angel creature token with flying and vigilance. {3}{W}{W}{W}: Until end of turn, this creature gets +2/+2 and gains lifelink. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Return the Favor RR Instant Spree (Choose one or more additional costs.) + {1} -- Copy target instant spell, sorcery spell, activated ability, or triggered ability. You may choose new targets for the copy. + {1} -- Change the target of target spell or ability with a single target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Roaming Throne ④ Artifact Creature -- Golem Ward {2} As this creature enters, choose a creature type. This creature is the chosen type in addition to its other types. If a triggered ability of another creature you control of the chosen type triggers, it triggers an additional time. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Roaming Throne ④ Artifact Creature -- Golem Ward {2} As this creature enters, choose a creature type. This creature is the chosen type in addition to its other types. If a triggered ability of another creature you control of the chosen type triggers, it triggers an additional time. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rodeo Pyromancers ③ ② ① ④ Creature -- Human Mercenary Whenever you cast your first spell each turn, add {R}{R}. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Samurai's Katana ② ① ④ Artifact -- Equipment Job select (When this Equipment enters, create a 1/1 colorless Hero creature token, then attach this to it.) Equipped creature gets +2/+2, has trample and haste, and is a Samurai in addition to its other types. Murasame -- Equip {5} 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sanguine Evangelist ② ① ④ Creature -- Vampire Cleric Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.) When this creature enters or dies, create a 1/1 black Bat creature token with flying. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scorching Shot ① ④ Sorcery Scorching Shot deals 5 damage to target creature. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serra Angel ③ ① ④ ② ① ④ Creature -- Angel Flying Vigilance (Attacking doesn't cause this creature to tap.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serra Angel ③ ① ④ ② ① ④ Creature -- Angel Flying Vigilance (Attacking doesn't cause this creature to tap.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Serra Redeemer 3 W W Creature -- Angel Soldier Flying Whenever another creature you control with power 2 or less enters, put two +1/+1 counters on that creature. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Squire's Lightblade W Artifact -- Equipment Flash When this Equipment enters, attach it to target creature you control. That creature gains first strike until end of turn. Equipped creature gets +1/+0. Equip {3} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Starfield Shepherd 3 W W Creature -- Angel Flying When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle. Warp {1}{W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starforged Sword 4 Artifact -- Equipment Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they create a tapped 1/1 blue Fish creature token.) When this Equipment enters, if the gift was promised, attach this Equipment to target creature you control. Equipped creature gets +3/+3 and loses flying. Equip {3} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starting Column 3 Artifact Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.) {T}: Add one mana of any color. Max speed -- {T}, Sacrifice this artifact: Draw two cards, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sword of Vengeance 3 Artifact -- Equipment Equipped creature gets +2/+0 and has first strike, vigilance, trample, and haste. Equip {3} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - jarnodccgorila - Standard (Jaffer's Mini Mosh - Standard)

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sheet 13/16 - 8 cards - 2.5 x 3.5 in each

Artifact -- Equipment

Whenever equipped creature deals combat damage to a player, create a Treasure token. When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy.

Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Creature -- Human Mercenary

{X}, {T}: If a source you control would deal noncombat damage to a permanent or player this turn, it deals that much damage plus X instead.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Artifact -- Equipment

Equipped creature has vigilance. Whenever another artifact or creature is put into a graveyard from the battlefield, put a +1/+1 counter on equipped creature. Equip {2}

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Legendary Artifact -- Equipment

Equipped creature gets +1/+1 and has "{15}, Exile The Dominion Bracelet: You control target opponent during their next turn. This ability costs {X} less to activate, where X is this creature's power. Activate only as a sorcery." (You see all cards that player could see and make all decisions for them.) Equip {1}

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Legendary Artifact

Red spells you cast cost {1} less to cast.

Creatures you control have haste.

{4}{R}{R}, {T}: Create a token that's a copy of target creature you control. Sacrifice it at the beginning of the next end step.

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Land - - Town

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{T}: Add {C}.
{2}, {T}: Flip a coin. If you win
the flip, create a Treasure token.
{3}, {T}, Sacrifice two artifacts:
Draw a card.
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Legendary Artifact -- Equipment

As long as equipped creature is attacking, it has first strike and must be blocked if able.
Equipped creature has "If a creature dying causes a triggered ability of this creature or an emblem you own to trigger, that ability triggers an additional time."
Equip {2}

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Legendary Artifact

White spells you cast cost {1} less to cast.

If you would gain life, you gain twice that much life instead.

{4}{W}{W}, {T}: Creatures you control gain flying and lifelink until end of turn.

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Thunder Salvo 1 R Instant Thunder Salvo deals X damage to target creature, where X is 2 plus the number of other spells you've cast this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thunder Salvo 1 R Instant Thunder Salvo deals X damage to target creature, where X is 2 plus the number of other spells you've cast this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Trick Shot 4 R Instant Trick Shot deals 6 damage to target creature and 2 damage to up to one other target creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Trick Shot 4 R Instant Trick Shot deals 6 damage to target creature and 2 damage to up to one other target creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Twinblade Blessing 1 W W Enchantment -- Aura Flash (You may cast this spell any time you could cast an instant.) Enchant creature Enchanted creature has double strike. (It deals both first-strike and regular combat damage.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ultima Weapon 7 Legendary Artifact -- Equipment Whenever equipped creature attacks, destroy target creature an opponent controls. Equipped creature gets +7/+7. Equip {7} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valkyrie's Call 3 W W Enchantment Whenever a nontoken, non-Angel creature you control dies, return that card to the battlefield under its owner's control with a +1/+1 counter on it. It has flying and is an Angel in addition to its other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valkyrie's Call 3 W W Enchantment Whenever a nontoken, non-Angel creature you control dies, return that card to the battlefield under its owner's control with a +1/+1 counter on it. It has flying and is an Angel in addition to its other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vanguard Seraph (3)(W) Creature -- Angel Warrior Flying Whenever you gain life for the first time each turn, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vanguard Seraph (3)(W) Creature -- Angel Warrior Flying Whenever you gain life for the first time each turn, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	White Auracite (2)(W)(W) Artifact When this artifact enters, exile target nonland permanent an opponent controls until this artifact leaves the battlefield. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wojek Investigator (2)(W) Creature -- Angel Detective Flying, vigilance At the beginning of your upkeep, investigate once for each opponent who has more cards in hand than you. (To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Wojek Investigator (2)(W) Creature -- Angel Detective Flying, vigilance At the beginning of your upkeep, investigate once for each opponent who has more cards in hand than you. (To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Youthful Valkyrie (1)(W) Creature -- Angel Flying Whenever another Angel you control enters, put a +1/+1 counter on this creature. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Youthful Valkyrie (1)(W) Creature -- Angel Flying Whenever another Angel you control enters, put a +1/+1 counter on this creature. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	