

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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Arabella, Abandoned Doll R W Legendary Artifact Creature -- Toy Whenever Arabella attacks, it deals X damage to each opponent and you gain X life, where X is the number of creatures you control with power 2 or less. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Archangel Elspeth 2 W W Legendary Planeswalker -- Elspeth [+1]: Create a 1/1 white Soldier creature token with lifelink. [-2]: Put two +1/+1 counters on target creature. It becomes an Angel in addition to its other types and gains flying. [-6]: Return all nonland permanent cards with mana value 3 or less from your graveyard to the battlefield. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Case of the Uneaten Feast (W) Enchantment -- Case Whenever a creature you control enters, you gain 1 life. To solve -- You've gained 5 or more life this turn. (If unsolved, solve at the beginning of your end step.) Solved -- Sacrifice this Case: Creature cards in your graveyard gain "You may cast this card from your graveyard" until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Case of the Uneaten Feast (W) Enchantment -- Case Whenever a creature you control enters, you gain 1 life. To solve -- You've gained 5 or more life this turn. (If unsolved, solve at the beginning of your end step.) Solved -- Sacrifice this Case: Creature cards in your graveyard gain "You may cast this card from your graveyard" until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dalkovan Encampment Land This land enters tapped unless you control a Swamp or a Mountain. {T}: Add {W}. {2}{W}, {T}: Whenever you attack this turn, create two 1/1 red Warrior creature tokens that are tapped and attacking. Sacrifice them at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dalkovan Packbeasts (2)(W) Creature -- 0x Vigilance Mobilize 3 (Whenever this creature attacks, create three tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dalkovan Packbeasts (2)(W) Creature -- 0x Vigilance Mobilize 3 (Whenever this creature attacks, create three tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Destroy Evil (1)(W) Instant Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dissection Tools (5) Artifact -- Equipment When this Equipment enters, manifest dread, then attach this Equipment to that creature. Equipped creature gets +2/+2 and has deathtouch and lifelink. Equip--Sacrifice a creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Enduring Courage 2R Enchantment Creature -- Dog Glimmer Whenever another creature you control enters, it gets +2/+0 and gains haste until end of turn. When Enduring Courage 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.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Enduring Courage 2R Enchantment Creature -- Dog Glimmer Whenever another creature you control enters, it gets +2/+0 and gains haste until end of turn. When Enduring Courage 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.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fountainport Land {T}: Add {C}. {2}, {T}, Sacrifice a token: Draw a card. {3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token. {4}, {T}: Create a Treasure token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fountainport Land {T}: Add {C}. {2}, {T}, Sacrifice a token: Draw a card. {3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token. {4}, {T}: Create a Treasure token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - matsuoka, yuya - Standard (????????????????????Japan Standard Cup: " sheet 4/10 - 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.

Sanguine Evangelist 2 W 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 PLAYbotbox.dev	Sanguine Evangelist 2 W 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 PLAYbotbox.dev	Sanguine Evangelist 2 W 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 PLAYbotbox.dev	Song of Totentanz X R Sorcery Create X 1/1 black Rat creature tokens with "This token can't block." Creatures you control gain haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Voice of Victory Creature -- Human Bard 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. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Voice of Victory Creature -- Human Bard 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. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Voice of Victory Creature -- Human Bard 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. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Voice of Victory Creature -- Human Bard 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. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Warleader's Call (1)(R)(W) Enchantment Creatures you control get +1/+1. Whenever a creature you control enters, this enchantment deals 1 damage to each opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warleader's Call (1)(R)(W) Enchantment Creatures you control get +1/+1. Whenever a creature you control enters, this enchantment deals 1 damage to each opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warleader's Call (1)(R)(W) Enchantment Creatures you control get +1/+1. Whenever a creature you control enters, this enchantment deals 1 damage to each opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warleader's Call (1)(R)(W) Enchantment Creatures you control get +1/+1. Whenever a creature you control enters, this enchantment deals 1 damage to each opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Anointed Peacekeeper (2)(W) Creature -- Human Cleric Vigilance As this creature enters, look at an opponent's hand, then choose any card name. Spells your opponents cast with the chosen name cost {2} more to cast. Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anointed Peacekeeper (2)(W) Creature -- Human Cleric Vigilance As this creature enters, look at an opponent's hand, then choose any card name. Spells your opponents cast with the chosen name cost {2} more to cast. Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities. [sideboard] 3/3 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. [sideboard] 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eerie Interference 2W Instant Prevent all damage that would be dealt to you and creatures you control this turn by creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	High Noon 1W Enchantment Each player can't cast more than one spell each turn. {4}{R}, Sacrifice this enchantment: It deals 5 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	High Noon 1W Enchantment Each player can't cast more than one spell each turn. {4}{R}, Sacrifice this enchantment: It deals 5 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	High Noon 1W Enchantment Each player can't cast more than one spell each turn. {4}{R}, Sacrifice this enchantment: It deals 5 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Overwhelming Surge 2R Instant Choose one or both -- * Overwhelming Surge deals 3 damage to target creature. * Destroy target noncreature artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace 1W 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 PLAYbotbox.dev	Rest in Peace 1W 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 PLAYbotbox.dev	Scalding Viper 1R Creature -- Elemental Snake Whenever an opponent casts a spell with mana value 3 or less, this creature deals 1 damage to that player. [sideboard] 2/1 ----- ADVENTURE ----- Steam Clean 1U Sorcery -- Adventure Return target nonland permanent to its owner's hand. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Scalding Viper 1 R Creature -- Elemental Snake Whenever an opponent casts a spell with mana value 3 or less, this creature deals 1 damage to that player. [sideboard] 2/1 Steam Clean 1 U Sorcery -- Adventure Return target nonland permanent to its owner's hand. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temporary Lockdown 1 W W Enchantment When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temporary Lockdown 1 W W Enchantment When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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