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| <div><div>Adarkar Wastes</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {U}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                       | <div><div>Adarkar Wastes</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {U}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                       | <div><div>Adarkar Wastes</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {U}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                       | <div><div>Adarkar Wastes</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {U}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                |
| <div><div>Curious Obsession</div><div>Enchantment -- Aura</div><div><div><div>Enchant creature</div><div>Enchanted creature gets +1/+1 and has "Whenever this creature deals combat damage to a player, you may draw a card."</div><div>At the beginning of your end step, if you didn't attack with a creature this turn, sacrifice this Aura.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Curious Obsession</div><div>Enchantment -- Aura</div><div><div><div>Enchant creature</div><div>Enchanted creature gets +1/+1 and has "Whenever this creature deals combat damage to a player, you may draw a card."</div><div>At the beginning of your end step, if you didn't attack with a creature this turn, sacrifice this Aura.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Curious Obsession</div><div>Enchantment -- Aura</div><div><div><div>Enchant creature</div><div>Enchanted creature gets +1/+1 and has "Whenever this creature deals combat damage to a player, you may draw a card."</div><div>At the beginning of your end step, if you didn't attack with a creature this turn, sacrifice this Aura.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Geistlight Snare</div><div>Instant</div><div><div><div>This spell costs {1} less to cast if you control a Spirit. It also costs {1} less to cast if you control an enchantment.</div><div>Counter target spell unless its controller pays {3}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div>Geistlight Snare</div> <div>2U</div> <div>Instant</div> <div>This spell costs {1} less to cast if you control a Spirit. It also costs {1} less to cast if you control an enchantment.<br/>Counter target spell unless its controller pays {3}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Geistlight Snare</div> <div>2U</div> <div>Instant</div> <div>This spell costs {1} less to cast if you control a Spirit. It also costs {1} less to cast if you control an enchantment.<br/>Counter target spell unless its controller pays {3}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Geistlight Snare</div> <div>2U</div> <div>Instant</div> <div>This spell costs {1} less to cast if you control a Spirit. It also costs {1} less to cast if you control an enchantment.<br/>Counter target spell unless its controller pays {3}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                              | <div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                              | <div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                              | <div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                     | <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                     | <div>Lofty Denial</div> <div>Instant</div> <div>Counter target spell unless its controller pays {1}. If you control a creature with flying, counter that spell unless its controller pays {4} instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                    | <div>Malcolm, Alluring Scoundrel</div> <div>Legendary Creature -- Siren Pirate</div> <div>Flash<br/>Flying<br/>Whenever Malcolm deals combat damage to a player, put a chorus counter on it. Draw a card, then discard a card. If there are four or more chorus counters on Malcolm, you may cast the discarded card without paying its mana cost.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Mausoleum Wanderer</div> <div>Creature -- Spirit</div> <div>Flying<br/>Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.<br/>Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Mausoleum Wanderer</div> <div>Creature -- Spirit</div> <div>Flying<br/>Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.<br/>Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Mausoleum Wanderer</div> <div>Creature -- Spirit</div> <div>Flying<br/>Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.<br/>Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Mausoleum Wanderer</div> <div>Creature -- Spirit</div> <div>Flying<br/>Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.<br/>Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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>Port Town</div> <div>Land</div> <div>As this land enters, you may reveal a Plains or Island card from your hand. If you don't, this land enters tapped.<br/>{T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Port Town</div> <div>Land</div> <div>As this land enters, you may reveal a Plains or Island card from your hand. If you don't, this land enters tapped.<br/>{T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Port Town</div> <div>Land</div> <div>As this land enters, you may reveal a Plains or Island card from your hand. If you don't, this land enters tapped.<br/>{T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Rattlechains</div> <div>1U</div> <div>Creature -- Spirit</div> <div>Flash<br/>Flying<br/>When this creature enters, target Spirit gains hexproof until end of turn.<br/>You may cast Spirit spells as though they had flash.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Rattlechains</div><div>1U</div></div><div>Creature -- Spirit</div><div>Flash<br/>Flying<br/>When this creature enters, target Spirit gains hexproof until end of turn.<br/>You may cast Spirit spells as though they had flash.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Rattlechains</div><div>1U</div></div><div>Creature -- Spirit</div><div>Flash<br/>Flying<br/>When this creature enters, target Spirit gains hexproof until end of turn.<br/>You may cast Spirit spells as though they had flash.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Rattlechains</div><div>1U</div></div><div>Creature -- Spirit</div><div>Flash<br/>Flying<br/>When this creature enters, target Spirit gains hexproof until end of turn.<br/>You may cast Spirit spells as though they had flash.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Seachrome Coast</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                          |
| <div><div><div>Seachrome Coast</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                  | <div><div><div>Seachrome Coast</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                  | <div><div><div>Seachrome Coast</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                  | <div><div><div>Seam Rip</div><div>W</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> |

W

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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

① W W

When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.

When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.

When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Flash (You may cast this spell any time you could cast an instant.)  
Flying  
{3}{U}: Draw a card.

1/1

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.

U

Flash (You may cast this spell any time you could cast an instant.)

Flying  
 $\{3\}\{U\}$ : Draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Flash (You may cast this spell any time you could cast an instant.)

Flying  
 {3}{U}: Draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Flash (You may cast this spell any time you could cast an instant.)

Flying  
 {3}{U}: Draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target noncreature spell  
unless its controller pays {2}.

① W U

Flash  
Flying

When this creature enters, exile target spell with mana value 4 or less.

When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W U

Flash  
Flying

When this creature enters, exile target spell with mana value 4 or less.

When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 W U

Flash  
Flying

When this creature enters, exile target spell with mana value 4 or less.

When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W U

Flash  
Flying

When this creature enters, exile target spell with mana value 4 or less.

When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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| <div><div><div>Supreme Phantom</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Spirit</div><div>Flying</div><div>Other Spirits you control get +1/+1.</div></div><div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                          | <div><div><div>Supreme Phantom</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Spirit</div><div>Flying</div><div>Other Spirits you control get +1/+1.</div></div><div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                          | <div><div><div>Supreme Phantom</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Spirit</div><div>Flying</div><div>Other Spirits you control get +1/+1.</div></div><div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | <div><div><div>Supreme Phantom</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Spirit</div><div>Flying</div><div>Other Spirits you control get +1/+1.</div></div><div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| <div><div><div>Destroy Evil</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>Choose one --</div><div>* Destroy target creature with toughness 4 or greater.</div><div>* Destroy target enchantment.</div><div>[sideboard]</div></div><div><div>D 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Destroy Evil</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>Choose one --</div><div>* Destroy target creature with toughness 4 or greater.</div><div>* Destroy target enchantment.</div><div>[sideboard]</div></div><div><div>D 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Invasion of Gobakhan</div><div><div>1</div><div>W</div></div></div><div><div>Battle -- Siege</div><div>(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)</div><div>When this Siege enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.</div><div>[sideboard]</div></div><div><div>Lightshield Array</div><div>Enchantment</div><div>At the beginning of your end step, put a +1/+1 counter on each creature that attacked this turn.</div><div>Sacrifice this enchantment: Creatures you control gain hexproof and indestructible until end of turn.</div></div><div><div>D 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Invasion of Gobakhan</div><div><div>1</div><div>W</div></div></div><div><div>Battle -- Siege</div><div>(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)</div><div>When this Siege enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.</div><div>[sideboard]</div></div><div><div>Lightshield Array</div><div>Enchantment</div><div>At the beginning of your end step, put a +1/+1 counter on each creature that attacked this turn.</div><div>Sacrifice this enchantment: Creatures you control gain hexproof and indestructible until end of turn.</div></div><div><div>D 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |



Katilda, Dawnhart Martyr

1W

Legendary Creature -- Spirit Warlock

Flying, lifelink, protection from Vampires  
Katilda's power and toughness are each equal to the number of permanents you control that are Spirits and/or enchantments.  
Disturb {3}{W}{W} (You may cast this card from your graveyard transformed for its disturb cost.)

[sideboard]

\*/\*

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-- BACK FACE --

Katilda's Rising Dawn

Legendary Enchantment -- Aura

Enchant creature  
Enchanted creature has flying, lifelink, and protection from Vampires, and it gets +X/+X, where X is the number of permanents you control that are Spirits and/or enchantments.  
If Katilda's Rising Dawn would be put into a graveyard from anywhere, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Plains

Basic Land -- Plains

{{T}: Add {W}.)

[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

Seam Rip

W

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Split Up

1WW

Sorcery

Choose one --  
\* Destroy all tapped creatures.  
\* Destroy all untapped creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Split Up

1WW

Sorcery

Choose one --  
\* Destroy all tapped creatures.  
\* Destroy all untapped creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wedding Announcement

2W

Enchantment

At the beginning of your end step, put an invitation counter on this enchantment.  
If you attacked with two or more creatures this turn, draw a card.  
Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it.

[sideboard]

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-- BACK FACE --

Wedding Festivity

Enchantment

Creatures you control get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wedding Announcement

2W

Enchantment

At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it.

[sideboard]

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- - - BACK FACE - - -

Wedding Festivity

Enchantment

Creatures you control get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wedding Announcement

2W

Enchantment

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[sideboard]

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- - - BACK FACE - - -

Wedding Festivity

Enchantment

Creatures you control get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wedding Announcement

2W

Enchantment

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[sideboard]

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- - - BACK FACE - - -

Wedding Festivity

Enchantment

Creatures you control get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - Buddy - Pioneer (Peasant Pioneer 3: The Reckoning)

sheet 10/10 - 3 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;

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