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| <div><div>Brushland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {G} or {W}. This land deals 1 damage to you.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                | <div><div>Brushland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {G} or {W}. This land deals 1 damage to you.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                | <div><div>Brushland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {G} or {W}. This land deals 1 damage to you.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                | <div><div>Brushland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {G} or {W}. This land deals 1 damage to you.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                |
| <div><div>Collector's Cage</div><div>Artifact</div><div><div>Hideaway 5 (When this artifact enters, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)</div><div>{1}, {T}: Put a +1/+1 counter on target creature you control. Then if you control three or more creatures with different powers, you may play the exiled card without paying its mana cost.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Collector's Cage</div><div>Artifact</div><div><div>Hideaway 5 (When this artifact enters, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)</div><div>{1}, {T}: Put a +1/+1 counter on target creature you control. Then if you control three or more creatures with different powers, you may play the exiled card without paying its mana cost.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Collector's Cage</div><div>Artifact</div><div><div>Hideaway 5 (When this artifact enters, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)</div><div>{1}, {T}: Put a +1/+1 counter on target creature you control. Then if you control three or more creatures with different powers, you may play the exiled card without paying its mana cost.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Collector's Cage</div><div>Artifact</div><div><div>Hideaway 5 (When this artifact enters, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)</div><div>{1}, {T}: Put a +1/+1 counter on target creature you control. Then if you control three or more creatures with different powers, you may play the exiled card without paying its mana cost.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Finneas, Ace Archer</div><div><div>G</div><div>W</div></div></div><div><div>Legendary Creature -- Rabbit Archer</div><div>Reach, vigilance<br/>Whenever Finneas attacks, put a +1/+1 counter on each other creature you control that's a token or a Rabbit. Then if creatures you control have total power 10 or greater, draw a card.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Finneas, Ace Archer</div><div><div>G</div><div>W</div></div></div><div><div>Legendary Creature -- Rabbit Archer</div><div>Reach, vigilance<br/>Whenever Finneas attacks, put a +1/+1 counter on each other creature you control that's a token or a Rabbit. Then if creatures you control have total power 10 or greater, draw a card.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                           | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                            |
| <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                      | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                      | <div><div><div>Fountainport</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice a token: Draw a card.<br/>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br/>{4}, {T}: Create a Treasure token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Hushwood Verge</div></div><div><div>Land</div><div>{T}: Add {G}.<br/>{T}: Add {W}. Activate only if you control a Forest or a Plains.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

## Hushwood Verge

Land

{T}: Add {G}.  
{T}: Add {W}. Activate only if you control a Forest or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hushwood Verge

Land

{T}: Add {G}.  
{T}: Add {W}. Activate only if you control a Forest or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hushwood Verge

Land

{T}: Add {G}.  
{T}: Add {W}. Activate only if you control a Forest or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Llanowar Elves

**G**

Creature -- Elf Druid

 $\{T\}: \text{Add } \{G\}.$ 

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Llanowar Elves

**G**

Creature -- Elf Druid

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Llanowar Elves

**G**

Creature -- Elf Druid

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Llanowar Elves

**G**

Creature -- Elf Druid

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Melira, the Living Cure (G)(W)

**G W**

GW

Legendary Creature -- Human Scout

If you would get one or more poison counters, instead you get one poison counter and you can't get additional poison counters this turn.

Exile Melira: Choose another target creature or artifact. When it's put into a graveyard this turn, return that card to the battlefield under its owner's control.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Tamai, Yuno - Standard (??? ~Aetherdrift~ Izzet Explosive Experiment Even

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 3/10 - 8 cards - 2.5 x 3.5 in each

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
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| <p><b>Melira, the Living Cure</b> (G)(W)</p> <p>Legendary Creature -- Human Scout</p> <p>If you would get one or more poison counters, instead you get one poison counter and you can't get additional poison counters this turn.<br/>Exile Melira: Choose another target creature or artifact. When it's put into a graveyard this turn, return that card to the battlefield under its owner's control.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                              | <p><b>Moonshaker Cavalry</b> (5)(W)(W)(W)</p> <p>Creature -- Spirit Knight</p> <p>Flying<br/>When this creature enters, creatures you control gain flying and get +X/+X until end of turn, where X is the number of creatures you control.</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                            | <p><b>Moonshaker Cavalry</b> (5)(W)(W)(W)</p> <p>Creature -- Spirit Knight</p> <p>Flying<br/>When this creature enters, creatures you control gain flying and get +X/+X until end of turn, where X is the number of creatures you control.</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                            | <p><b>Overlord of the Mistmoors</b> (5)(W)(W)</p> <p>Enchantment Creature -- Avatar Horror</p> <p>Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Overlord of the Mistmoors</b> (5)(W)(W)</p> <p>Enchantment Creature -- Avatar Horror</p> <p>Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Overlord of the Mistmoors</b> (5)(W)(W)</p> <p>Enchantment Creature -- Avatar Horror</p> <p>Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Overlord of the Mistmoors</b> (5)(W)(W)</p> <p>Enchantment Creature -- Avatar Horror</p> <p>Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Oviya, Automech Artisan</b> (3)(G)</p> <p>Legendary Creature -- Human Artificer</p> <p>Each creature that's attacking one of your opponents has trample.<br/>{G}, {T}: You may put a creature or Vehicle card from your hand onto the battlefield. If you put an artifact onto the battlefield this way, put two +1/+1 counters on it.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                          |

Playtest cards - Tamai, Yuno - Standard (??? ~Aetherdrift~ Izzet Explosive Experiment Even

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;

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| <div> <div>Pawpatch Recruit</div> <div> <div> <div>6</div> </div> </div> </div> <div> <div>Creature -- Rabbit Warrior</div> <div> <div> <div>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)</div> <div>Trample</div> <div>Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.</div> </div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> | <div> <div>Pawpatch Recruit</div> <div> <div> <div>6</div> </div> </div> </div> <div> <div>Creature -- Rabbit Warrior</div> <div> <div> <div>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)</div> <div>Trample</div> <div>Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.</div> </div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> | <div> <div>Pawpatch Recruit</div> <div> <div> <div>6</div> </div> </div> </div> <div> <div>Creature -- Rabbit Warrior</div> <div> <div> <div>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)</div> <div>Trample</div> <div>Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.</div> </div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> | <div> <div>Pawpatch Recruit</div> <div> <div> <div>6</div> </div> </div> </div> <div> <div>Creature -- Rabbit Warrior</div> <div> <div> <div>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)</div> <div>Trample</div> <div>Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.</div> </div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> |
| <div> <div>Plains</div> <div> <div>Basic Land -- Plains</div> <div> <div> <div>{T}: Add {W}.</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                              | <div> <div>Plains</div> <div> <div>Basic Land -- Plains</div> <div> <div> <div>{T}: Add {W}.</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                              | <div> <div>Plains</div> <div> <div>Basic Land -- Plains</div> <div> <div> <div>{T}: Add {W}.</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                              | <div> <div>Plains</div> <div> <div>Basic Land -- Plains</div> <div> <div> <div>{T}: Add {W}.</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                              |

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| <div><div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                    | <div><div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                    | <div><div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                    | <div><div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                    |
| <div><div><div>Restless Prairie</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {G} or {W}.<br/>{2}{G}{W}: This land becomes a 3/3 green and white Llama creature until end of turn. It's still a land. Whenever this land attacks, other creatures you control get +1/+1 until end of turn.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Restless Prairie</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {G} or {W}.<br/>{2}{G}{W}: This land becomes a 3/3 green and white Llama creature until end of turn. It's still a land. Whenever this land attacks, other creatures you control get +1/+1 until end of turn.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Restless Prairie</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {G} or {W}.<br/>{2}{G}{W}: This land becomes a 3/3 green and white Llama creature until end of turn. It's still a land. Whenever this land attacks, other creatures you control get +1/+1 until end of turn.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sandstorm Salvager</div><div>Creature -- Human Artificer</div><div>When this creature enters, create a 3/3 colorless Golem artifact creature token.<br/>{2}, {T}: Put a +1/+1 counter on each creature token you control. They gain trample until end of turn.</div></div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <p><b>Sandstorm Salvager</b> (2)(G)</p> <p>Creature -- Human Artificer</p> <p>When this creature enters, create a 3/3 colorless Golem artifact creature token.<br/>{2}, {T}: Put a +1/+1 counter on each creature token you control. They gain trample until end of turn.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>        | <p><b>Sandstorm Salvager</b> (2)(G)</p> <p>Creature -- Human Artificer</p> <p>When this creature enters, create a 3/3 colorless Golem artifact creature token.<br/>{2}, {T}: Put a +1/+1 counter on each creature token you control. They gain trample until end of turn.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>        | <p><b>Sandstorm Salvager</b> (2)(G)</p> <p>Creature -- Human Artificer</p> <p>When this creature enters, create a 3/3 colorless Golem artifact creature token.<br/>{2}, {T}: Put a +1/+1 counter on each creature token you control. They gain trample until end of turn.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                              | <p><b>Sanguine Evangelist</b> (2)(W)</p> <p>Creature -- Vampire Cleric</p> <p>Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)<br/>When this creature enters or dies, create a 1/1 black Bat creature token with flying.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                       |
| <p><b>Sanguine Evangelist</b> (2)(W)</p> <p>Creature -- Vampire Cleric</p> <p>Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)<br/>When this creature enters or dies, create a 1/1 black Bat creature token with flying.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Sanguine Evangelist</b> (2)(W)</p> <p>Creature -- Vampire Cleric</p> <p>Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)<br/>When this creature enters or dies, create a 1/1 black Bat creature token with flying.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Seraphic Steed</b> (G)(W)</p> <p>Creature -- Unicorn Mount</p> <p>First strike, lifelink<br/>Whenever this creature attacks while saddled, create a 3/3 white Angel creature token with flying.<br/>Saddle 4 (Tap any number of other creatures you control with total power 4 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Seraphic Steed</b> (G)(W)</p> <p>Creature -- Unicorn Mount</p> <p>First strike, lifelink<br/>Whenever this creature attacks while saddled, create a 3/3 white Angel creature token with flying.<br/>Saddle 4 (Tap any number of other creatures you control with total power 4 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div> <b>Toby, Beastie Befriender</b> <span>2</span><span>W</span> </div> <div>           Legendary Creature -- Human Wizard         </div> <div> <p>When Toby enters, create a 4/4 white Beast creature token with "This token can't attack or block alone." As long as you control four or more creature tokens, creature tokens you control have flying.</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Wilt-Leaf Liege</b> <span>1</span><span>6/W</span><span>6/W</span><span>6/W</span> </div> <div>           Creature -- Elf Knight         </div> <div> <p>{G/W} can be paid with either {G} or {W}.) Other green creatures you control get +1/+1. Other white creatures you control get +1/+1. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.</p> </div> <div> <div>4/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Wilt-Leaf Liege</b> <span>1</span><span>6/W</span><span>6/W</span><span>6/W</span> </div> <div>           Creature -- Elf Knight         </div> <div> <p>{G/W} can be paid with either {G} or {W}.) Other green creatures you control get +1/+1. Other white creatures you control get +1/+1. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.</p> </div> <div> <div>4/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Wilt-Leaf Liege</b> <span>1</span><span>6/W</span><span>6/W</span><span>6/W</span> </div> <div>           Creature -- Elf Knight         </div> <div> <p>{G/W} can be paid with either {G} or {W}.) Other green creatures you control get +1/+1. Other white creatures you control get +1/+1. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.</p> </div> <div> <div>4/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> |
| <div> <b>Authority of the Consuls</b> <span>W</span> </div> <div>           Enchantment         </div> <div> <p>Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                        | <div> <b>Authority of the Consuls</b> <span>W</span> </div> <div>           Enchantment         </div> <div> <p>Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                                                                                                      | <div> <b>Aven Interrupter</b> <span>1</span><span>W</span><span>W</span> </div> <div>           Creature -- Bird Rogue         </div> <div> <p>Flash Flying When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.) Spells your opponents cast from graveyards or from exile cost {2} more to cast.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                     | <div> <b>Aven Interrupter</b> <span>1</span><span>W</span><span>W</span> </div> <div>           Creature -- Bird Rogue         </div> <div> <p>Flash Flying When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.) Spells your opponents cast from graveyards or from exile cost {2} more to cast.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                     |

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| <div> <b>Aven Interrupter</b> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div>           Creature -- Bird Rogue         </div> <div>           Flash<br/>           Flying<br/>           When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)<br/>           Spells your opponents cast from graveyards or from exile cost {2} more to cast.         </div> <div>           [sideboard]         </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Beza, the Bounding Spring</b> <div> <div>2</div> <div>W</div> <div>W</div> </div> </div> <div>           Legendary Creature -- Elemental Elk         </div> <div>           When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.         </div> <div>           [sideboard]         </div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Beza, the Bounding Spring</b> <div> <div>2</div> <div>W</div> <div>W</div> </div> </div> <div>           Legendary Creature -- Elemental Elk         </div> <div>           When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.         </div> <div>           [sideboard]         </div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Elspeth's Smite</b> <div> <div>W</div> </div> </div> <div>           Instant         </div> <div>           Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.         </div> <div>           [sideboard]         </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                        |
| <div> <b>Elspeth's Smite</b> <div> <div>W</div> </div> </div> <div>           Instant         </div> <div>           Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.         </div> <div>           [sideboard]         </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                             | <div> <b>Exorcise</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Sorcery         </div> <div>           Exile target artifact, enchantment, or creature with power 4 or greater.         </div> <div>           [sideboard]         </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                         | <div> <b>Exorcise</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Sorcery         </div> <div>           Exile target artifact, enchantment, or creature with power 4 or greater.         </div> <div>           [sideboard]         </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                         | <div> <b>Kutzil, Malamet Exemplar</b> <div> <div>1</div> <div>G</div> <div>W</div> </div> </div> <div>           Legendary Creature -- Cat Warrior         </div> <div>           Your opponents can't cast spells during your turn. Whenever one or more creatures you control each with power greater than its base power deals combat damage to a player, draw a card.         </div> <div>           [sideboard]         </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

Playtest cards - Tamai, Yuno - Standard (??? ~Aetherdrift~ Izzet Explosive Experiment Even

sheet 9/10 - 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.

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| <div> <div>Kutzil, Malamet Exemplar (1)(G)(W)</div> <div> <div>Legendary Creature -- Cat Warrior</div> <div> Your opponents can't cast spells during your turn.<br/> Whenever one or more creatures you control each with power greater than its base power deals combat damage to a player, draw a card. </div> <div>[sideboard]</div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> <td> <div> <div>Rest in Peace (1)(W)</div> <div> <div>Enchantment</div> <div> When this enchantment enters, exile all graveyards.<br/> If a card or token would be put into a graveyard from anywhere, exile it instead. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> <td> <div> <div>Rest in Peace (1)(W)</div> <div> <div>Enchantment</div> <div> When this enchantment enters, exile all graveyards.<br/> If a card or token would be put into a graveyard from anywhere, exile it instead. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> <td></td></td></td> | <div> <div>Rest in Peace (1)(W)</div> <div> <div>Enchantment</div> <div> When this enchantment enters, exile all graveyards.<br/> If a card or token would be put into a graveyard from anywhere, exile it instead. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> <td> <div> <div>Rest in Peace (1)(W)</div> <div> <div>Enchantment</div> <div> When this enchantment enters, exile all graveyards.<br/> If a card or token would be put into a graveyard from anywhere, exile it instead. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> <td></td></td> | <div> <div>Rest in Peace (1)(W)</div> <div> <div>Enchantment</div> <div> When this enchantment enters, exile all graveyards.<br/> If a card or token would be put into a graveyard from anywhere, exile it instead. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> <td></td> |  |
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