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Whenever you cast your second spell each turn, create a 1/1 white Spirit creature token with flying.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Vigilance
When this creature enters, if it was the second spell you cast this turn, put a +1/+1 counter on target creature.

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Elite Spellbinder 2 W Creature -- Human Cleric Flying When this creature 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. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elite Spellbinder 2 W Creature -- Human Cleric Flying When this creature 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. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elite Spellbinder 2 W Creature -- Human Cleric Flying When this creature 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. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faceless Haven Snow Land {T}: Add {C}. {S}{S}{S}: This land becomes a 4/3 creature with vigilance and all creature types until end of turn. It's still a land. ({S} can be paid with one mana from a snow source.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Faceless Haven Snow Land {T}: Add {C}. {S}{S}{S}: This land becomes a 4/3 creature with vigilance and all creature types until end of turn. It's still a land. ({S} can be paid with one mana from a snow source.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faceless Haven Snow Land {T}: Add {C}. {S}{S}{S}: This land becomes a 4/3 creature with vigilance and all creature types until end of turn. It's still a land. ({S} can be paid with one mana from a snow source.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fateful Absence 1 W Instant Destroy target creature or planeswalker. Its controller investigates. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fateful Absence 1 W Instant Destroy target creature or planeswalker. Its controller investigates. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Monk of the Open Hand W Creature -- Elf Monk Flurry of Blows -- Whenever you cast your second spell each turn, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monk of the Open Hand W Creature -- Elf Monk Flurry of Blows -- Whenever you cast your second spell each turn, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monk of the Open Hand W Creature -- Elf Monk Flurry of Blows -- Whenever you cast your second spell each turn, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Paladin Class W Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Spells your opponents cast during your turn cost {1} more to cast. {2}{W}: Level 2 Creatures you control get +1/+1. {4}{W}: Level 3 Whenever you attack, until end of turn, target attacking creature gets +1/+1 for each other attacking creature and gains double strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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		Valkmira, Protector's Shield 3W Legendary Artifact If a source an opponent controls would deal damage to you or a permanent you control, prevent 1 of that damage. Whenever you or another permanent you control becomes the target of a spell or ability an opponent controls, counter that spell or ability unless its controller pays {1}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Valkmira, Protector's Shield 3W Legendary Artifact If a source an opponent controls would deal damage to you or a permanent you control, prevent 1 of that damage. Whenever you or another permanent you control becomes the target of a spell or ability an opponent controls, counter that spell or ability unless its controller pays {1}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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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.

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Basic Snow Land -- Plains

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sheet 5/8 - 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.

Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Usher of the Fallen

Ⓜ

Creature -- Spirit Warrior

Boast -- {1}{W}: Create a 1/1 white Human Warrior creature token.
(Activate only if this creature attacked this turn and only once each turn.)

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Playtest cards - nathanieldebs - Modern (LCQ - Modern - SCG CON Charlotte - Friday - 11:3

sheet 8/8 - 4 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.