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| <div>Adeline, Resplendent Cathar 1WW</div> <div>Legendary Creature -- Human Knight</div> <div>Vigilance<br/>Adeline's power is equal to the number of creatures you control. Whenever you attack, for each opponent, create a 1/1 white Human creature token that's tapped and attacking that player or a planeswalker they control.</div> <div>* / 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Adeline, Resplendent Cathar 1WW</div> <div>Legendary Creature -- Human Knight</div> <div>Vigilance<br/>Adeline's power is equal to the number of creatures you control. Whenever you attack, for each opponent, create a 1/1 white Human creature token that's tapped and attacking that player or a planeswalker they control.</div> <div>* / 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Adeline, Resplendent Cathar 1WW</div> <div>Legendary Creature -- Human Knight</div> <div>Vigilance<br/>Adeline's power is equal to the number of creatures you control. Whenever you attack, for each opponent, create a 1/1 white Human creature token that's tapped and attacking that player or a planeswalker they control.</div> <div>* / 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Alquist Proft, Master Sleuth 1WU</div> <div>Legendary Creature -- Human Detective</div> <div>Vigilance<br/>When Alquist Proft enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") {X}{W}{U}{U}, {T}, Sacrifice a Clue: You draw X cards and gain X life.</div> <div>3 / 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Castle Ardenvale</div> <div>Land</div> <div>This land enters tapped unless you control a Plains.<br/>{T}: Add {W}.<br/>{2}{W}{W}, {T}: Create a 1/1 white Human creature token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                  | <div>Darksteel Citadel</div> <div>Artifact Land</div> <div>Indestructible<br/>{T}: Add {C}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                           | <div>Darksteel Citadel</div> <div>Artifact Land</div> <div>Indestructible<br/>{T}: Add {C}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                           | <div>Darksteel Citadel</div> <div>Artifact Land</div> <div>Indestructible<br/>{T}: Add {C}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                            |

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| <b>Darksteel Citadel</b><br><hr/> Artifact Land<br><hr/> Indestructible<br>{T}: Add {C}.                                                                                               | <b>Eiganjo, Seat of the Empire</b><br><hr/> Legendary Land<br><hr/> {T}: Add {W}.<br>Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control. | <b>Ensoul Artifact</b> ①②<br><hr/> Enchantment -- Aura<br><hr/> Enchant artifact<br>Enchanted artifact is a creature with base power and toughness 5/5 in addition to its other types.                                                                                                                    | <b>Ensoul Artifact</b> ①②<br><hr/> Enchantment -- Aura<br><hr/> Enchant artifact<br>Enchanted artifact is a creature with base power and toughness 5/5 in addition to its other types.                                                                                                                    |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                  | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                   | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                     | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                     |
| <b>Ensoul Artifact</b> ①②<br><hr/> Enchantment -- Aura<br><hr/> Enchant artifact<br>Enchanted artifact is a creature with base power and toughness 5/5 in addition to its other types. | <b>Ensoul Artifact</b> ①②<br><hr/> Enchantment -- Aura<br><hr/> Enchant artifact<br>Enchanted artifact is a creature with base power and toughness 5/5 in addition to its other types.                                                                                  | <b>Fortified Beachhead</b><br><hr/> Land<br><hr/> As this land enters, you may reveal a Soldier card from your hand. This land enters tapped unless you revealed a Soldier card this way or you control a Soldier.<br>{T}: Add {W} or {U}.<br>{5}, {T}: Soldiers you control get +1/+1 until end of turn. | <b>Fortified Beachhead</b><br><hr/> Land<br><hr/> As this land enters, you may reveal a Soldier card from your hand. This land enters tapped unless you revealed a Soldier card this way or you control a Soldier.<br>{T}: Add {W} or {U}.<br>{5}, {T}: Soldiers you control get +1/+1 until end of turn. |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                  | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                   | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                     | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                     |

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| <div><div>Fortified Beachhead</div><div>Land</div><div>As this land enters, you may reveal a Soldier card from your hand. This land enters tapped unless you revealed a Soldier card this way or you control a Soldier.<br/>{T}: Add {W} or {U}.<br/>{5}, {T}: Soldiers you control get +1/+1 until end of turn.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Fortified Beachhead</div><div>Land</div><div>As this land enters, you may reveal a Soldier card from your hand. This land enters tapped unless you revealed a Soldier card this way or you control a Soldier.<br/>{T}: Add {W} or {U}.<br/>{5}, {T}: Soldiers you control get +1/+1 until end of turn.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Get Lost</div><div>Instant</div><div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Get Lost</div><div>Instant</div><div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>( {T}: Add {W} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                       | <div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>( {T}: Add {W} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                       | <div><div>Hengegate Pathway</div><div>Land</div><div>{T}: Add {W}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                        | <div><div>Hengegate Pathway</div><div>Land</div><div>{T}: Add {W}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                        |
| <div><div>Mistgate Pathway</div><div>Land</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                | <div><div>Mistgate Pathway</div><div>Land</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                | <div><div>Mistgate Pathway</div><div>Land</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                         | <div><div>Mistgate Pathway</div><div>Land</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                         |

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| <div><div><div>Hengegate Pathway</div><div>Land</div><div>{T}: Add {W}.</div></div><div><div>----- BACK FACE -----</div><div>Mistgate Pathway</div><div>Land</div><div>{T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Hengegate Pathway</div><div>Land</div><div>{T}: Add {W}.</div></div><div><div>----- BACK FACE -----</div><div>Mistgate Pathway</div><div>Land</div><div>{T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Luminarch Aspirant1W</div><div>Creature -- Human Cleric</div><div>At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.</div></div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Luminarch Aspirant1W</div><div>Creature -- Human Cleric</div><div>At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.</div></div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   |
| <div><div><div>Mutavault</div><div>Token Land</div><div>{T}: Add {C}.<br/>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div><div>Mutavault</div><div>Token Land</div><div>{T}: Add {C}.<br/>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div><div>Mutavault</div><div>Token Land</div><div>{T}: Add {C}.<br/>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              | <div><div><div>Novice InspectorW</div><div>Creature -- Human Detective</div><div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div></div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Novice Inspector</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Human Detective</div> <div> When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Novice Inspector</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Human Detective</div> <div> When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                     | <div> <div>Novice Inspector</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Human Detective</div> <div> When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                     | <div> <div>Otawara, Soaring City</div> </div> <div> <div>Legendary Land</div> <div> {T}: Add {U}. Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                         |
| <div> <div>Plains</div> </div> <div> <div>Basic Land -- Plains</div> <div> ({T}: Add {W}.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                       | <div> <div>Reflector Mage</div> <div> <div>1</div> <div>W</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> When this creature enters, return target creature an opponent controls to its owner's hand. That creature's owner can't cast spells with the same name as that creature until your next turn. </div> <div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Reflector Mage</div> <div> <div>1</div> <div>W</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> When this creature enters, return target creature an opponent controls to its owner's hand. That creature's owner can't cast spells with the same name as that creature until your next turn. </div> <div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Reflector Mage</div> <div> <div>1</div> <div>W</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> When this creature enters, return target creature an opponent controls to its owner's hand. That creature's owner can't cast spells with the same name as that creature until your next turn. </div> <div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped unless you control two or fewer other lands.  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 PLAY botbox.dev

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}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Human Soldier

When this creature enters, put a +1/+1 counter on each other Human you control. Whenever another Human you control enters, put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Human Soldier

When this creature enters, put a +1/+1 counter on each other Human you control. Whenever another Human you control enters, put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Thalia's Lieutenant</b> (1)(W)<br>Creature -- Human Soldier<br>When this creature enters, put a +1/+1 counter on each other Human you control.<br>Whenever another Human you control enters, put a +1/+1 counter on this creature.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Thalia's Lieutenant</b> (1)(W)<br>Creature -- Human Soldier<br>When this creature enters, put a +1/+1 counter on each other Human you control.<br>Whenever another Human you control enters, put a +1/+1 counter on this creature.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Thraben Inspector</b> (W)<br>Creature -- Human Soldier<br>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                           | <b>Thraben Inspector</b> (W)<br>Creature -- Human Soldier<br>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                           |
| <b>Thraben Inspector</b> (W)<br>Creature -- Human Soldier<br>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                           | <b>Thraben Inspector</b> (W)<br>Creature -- Human Soldier<br>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                           | <b>Warden of the Inner Sky</b> (W)<br>Creature -- Human Soldier<br>As long as this creature has three or more counters on it, it has flying and vigilance.<br>Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on this creature. Scry 1.<br>Activate only as a sorcery.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Warden of the Inner Sky</b> (W)<br>Creature -- Human Soldier<br>As long as this creature has three or more counters on it, it has flying and vigilance.<br>Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on this creature. Scry 1.<br>Activate only as a sorcery.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

Playtest cards - Myrianthopoulos, Marley - Pioneer (Pioneer LCQ - SCG CON Washington DC -

sheet 7/10 - 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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| <b>Warden of the Inner Sky</b> (W)<br><hr/> Creature -- Human Soldier<br><hr/> <p>As long as this creature has three or more counters on it, it has flying and vigilance. Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on this creature. Scry 1. Activate only as a sorcery.</p> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Zoetic Glyph</b> (2)(U)<br><hr/> Enchantment -- Aura<br><hr/> <p>Enchant artifact<br/>Enchanted artifact is a Golem creature with base power and toughness 5/4 in addition to its other types. When this Aura is put into a graveyard from the battlefield, discover 3.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Zoetic Glyph</b> (2)(U)<br><hr/> Enchantment -- Aura<br><hr/> <p>Enchant artifact<br/>Enchanted artifact is a Golem creature with base power and toughness 5/4 in addition to its other types. When this Aura is put into a graveyard from the battlefield, discover 3.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Zoetic Glyph</b> (2)(U)<br><hr/> Enchantment -- Aura<br><hr/> <p>Enchant artifact<br/>Enchanted artifact is a Golem creature with base power and toughness 5/4 in addition to its other types. When this Aura is put into a graveyard from the battlefield, discover 3.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                        |
| <b>Disdainful Stroke</b> (1)(U)<br><hr/> Instant<br><hr/> <p>Counter target spell with mana value 4 or greater.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                            | <b>Disdainful Stroke</b> (1)(U)<br><hr/> Instant<br><hr/> <p>Counter target spell with mana value 4 or greater.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                         | <b>Disdainful Stroke</b> (1)(U)<br><hr/> Instant<br><hr/> <p>Counter target spell with mana value 4 or greater.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                         | <b>Get Lost</b> (1)(W)<br><hr/> Instant<br><hr/> <p>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.)</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Get Lost</div><div><div>1</div><div>W</div></div></div><div>Instant</div><div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Reflector Mage</div><div><div>1</div><div>W</div><div>U</div></div></div><div>Creature -- Human Wizard</div><div>When this creature enters, return target creature an opponent controls to its owner's hand. That creature's owner can't cast spells with the same name as that creature until your next turn.</div><div>[sideboard]</div><div><div>2/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Rest in Peace</div><div><div>1</div><div>W</div></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 PLAY</div><div>botbox.dev</div></div></div>                                                                                          | <div><div><div>Rest in Peace</div><div><div>1</div><div>W</div></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 PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                |
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## Wedding Announcement

②③

## 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.

[sidebar]

- - - BACK FACE - - -

## Wedding Festivity

## Enchantment

Creatures you control get +1/+1.

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## Wedding Announcement

②③W

## Enchantment

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[sidebar]

- - - BACK FACE - - -

## Wedding Festivity

## Enchantment

Creatures you control get +1/+1.

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## Wedding Announcement

②⑤

## 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.

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[sideboard]
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- - - BACK FACE - - -

## Wedding Festivity

## Enchantment

Creatures you control get +1/+1.

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