

Adeline, Resplendent Cathar 1 W W Legendary Creature -- Human Knight Vigilance 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. * / 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aether Vial 1 Artifact At the beginning of your upkeep, you may put a charge counter on this artifact. {T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield. 2 / 1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Agatha's Soul Cauldron 2 Legendary Artifact You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control. 2 / 1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ajani, Nacatl Pariah 1 W Legendary Creature -- Cat Warrior When Ajani enters, create a 2/1 white Cat Warrior creature token. Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control. 1 / 2 ----- BACK FACE ----- Ajani, Nacatl Avenger Legendary Planeswalker -- Ajani [+2]: Put a +1/+1 counter on each Cat you control. [0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target. [-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. 2 / 1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aven Mindcensor 2 W Creature -- Bird Wizard Flash Flying If an opponent would search a library, that player searches the top four cards of that library instead. 2 / 1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Balance 1 W Sorcery Each player chooses a number of lands they control equal to the number of lands controlled by the player who controls the fewest, then sacrifices the rest. Players discard cards and sacrifice creatures the same way. 2 / 1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Benevolent Bodyguard W Creature -- Human Cleric Sacrifice this creature: Target creature you control gains protection from the color of your choice until end of turn. 1 / 1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Castle Ardenvale Land This land enters tapped unless you control a Plains. {T}: Add {W}. {2}{W}{W}, {T}: Create a 1/1 white Human creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Charismatic Conqueror 1 W Creature -- Vampire Soldier Vigilance Whenever an artifact or creature an opponent controls enters untapped, they may tap that permanent. If they don't, you create a 1/1 white Vampire creature token with lifelink. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chrome Mox 0 Artifact Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Council's Judgment 1 W W Sorcery Will of the council -- Starting with you, each player votes for a nonland permanent you don't control. Exile each permanent with the most votes or tied for most votes. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eiganjo, Seat of the Empire Legendary Land {T}: Add {W}. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enlightened Tutor W Instant Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is this creature's power.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② W W

You may sacrifice a nontoken white creature rather than pay this spell's mana cost.

Until end of turn, your life total can't change, and permanents you control gain hexproof and indestructible.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W W

Legendary creatures you control get +2/+1 and have ward {1}.
Nonlegendary creatures you control get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Kicker {2}{W} (You may pay an additional {2}{W} as you cast this spell.)
Target creature phases out. If this spell was kicked, each creature target player controls phases out instead. (Treat phased-out creatures and anything attached to them as though they don't exist until their controller's next turn.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

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.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

$\{1\}W$, T : Tap target creature.

1/2

- - - ADVENTURE - -

②③

Destroy target creature with power 4 or greater. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

{T}: Another target creature you control gains protection from colorless or from the color of your choice until end of turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② W W

Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)
Whenever this creature attacks, create two 1/1 white Soldier creature tokens that are tapped and attacking.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Training (Whenever this creature attacks with another creature with greater power, put a +1/+1 counter on this creature.)

{2}{W}, Remove two +1/+1 counters from among creatures you control: Destroy target artifact or enchantment.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(X)(1)(W)

Ravenous (This creature enters with X +1/+1 counters on it. If X is 5 or more, draw a card when it enters.) Whenever this creature attacks, create a number of 1/1 white Rabbit creature tokens equal to this creature's power.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Kabira Takedown deals damage equal to the number of creatures you control to target creature or planeswalker.

- - - BACK FACE - - -

This land enters tapped.
{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {W}.
{T}: Return target legendary
creature to its owner's hand.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}: Add {C}.
{1}{W}, {T}: Prevent all combat damage that would be dealt by target attacking creature this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Equipped creature gets +1/+0 and has haste and ward {1}. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)
Equip {1}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lion Sash 1W Artifact Creature -- Equipment Cat {W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on this permanent. Equipped creature gets +1/+1 for each +1/+1 counter on this Equipment. Reconfigure {2} ({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Loran of the Third Path 2W Legendary Creature -- Human Artificer Vigilance When Loran enters, destroy up to one target artifact or enchantment. {T}: You and target opponent each draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Luminarch Aspirant 1W Creature -- Human Cleric At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Tithe W Instant Counter target spell unless its controller pays {1}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
March of Otherworldly Light XW Instant As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mental Misstep UP Instant {U/P} can be paid with either {U} or 2 life.) Counter target spell with mana value 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mishra's Factory Land {T}: Add {C}. {1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land. {T}: Target Assembly-Worker creature gets +1/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monumental Henge Land This land enters tapped unless you control a Plains. {T}: Add {W}. {2}{W}{W}, {T}: Look at the top five cards of your library. You may reveal a historic card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. (Artifacts, legendaries, and Sagas are historic.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mother of Runes Ⓢ Creature -- Human Cleric {T}: Target creature you control gains protection from the color of your choice until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mox Diamond Ⓢ Artifact If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mox Pearl Ⓢ Artifact {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nykthos, Shrine to Nyx Legendary Land {T}: Add {C}. {2}, {T}: Choose a color. Add an amount of mana of that color equal to your devotion to that color. (Your devotion to a color is the number of mana symbols of that color in the mana costs of permanents you control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ocelot Pride Ⓢ Creature -- Cat First strike, lifelink Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Palace Jailer 2 Ⓢ Ⓢ Creature -- Human Soldier When this creature enters, you become the monarch. When this creature enters, exile target creature an opponent controls until an opponent becomes the monarch. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Parallax Wave 2 Ⓢ Ⓢ Enchantment Fading 5 (This enchantment enters with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) Remove a fade counter from this enchantment: Exile target creature. When this enchantment leaves the battlefield, each player returns to the battlefield all cards they own exiled with it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Parting Gust Ⓢ Ⓢ Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Exile target nontoken creature. If the gift wasn't promised, return that card to the battlefield under its owner's control with a +1/+1 counter on it at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Path to Exile Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ranger-Captain of Eos 1WW Creature -- Human Soldier Ranger When this creature enters, you may search your library for a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle. Sacrifice this creature: Your opponents can't cast noncreature spells this turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ranger of Eos 3W Creature -- Human Soldier Ranger When this creature enters, you may search your library for up to two creature cards with mana value 1 or less, reveal them, put them into your hand, then shuffle. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Razorgrass Ambush 1W Instant Razorgrass Ambush deals 3 damage to target attacking or blocking creature. --- BACK FACE --- Razorgrass Field Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Recruiter of the Guard ②①W Creature -- Human Soldier When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Recruitment Officer ①W Creature -- Human Soldier {3}{W}: Look at the top four cards of your library. You may reveal a creature card with mana value 3 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scavenger Grounds Land -- Desert {T}: Add {C}. {2}, {T}, Sacrifice a Desert: Exile all graveyards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seasoned Dungeoneer ③①W Creature -- Human Warrior When this creature enters, you take the initiative. Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on the creature, then put the card back or put it into your graveyard.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Secluded Steppe Land This land enters tapped. {T}: Add {W}. Cycling {W} ({W}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sejiri Shelter ①①W Instant Target creature you control gains protection from the color of your choice until end of turn. BACK FACE Sejiri Glacier Land This land enters tapped. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Selfless Spirit ①①W Creature -- Spirit Cleric Flying Sacrifice this creature: Creatures you control gain indestructible until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shadowspear ① Legendary Artifact -- Equipment Equipped creature gets +1/+1 and has trample and lifelink. {1}: Permanents your opponents control lose hexproof and indestructible until end of turn. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Wilcoxon, Travis - FreeForm (Canadian Highlander Win-A-Dual)

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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sheet 9/13 - 8 cards - 2.5 x 3.5 in each

Silent Clearing Land {T}, Pay 1 life: Add {W} or {B}. {1}, {T}, Sacrifice this land: Draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skyclave Apparition 1WW Creature -- Kor Spirit 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 PLAYbotbox.dev	Smuggler's Copter 2 Artifact -- Vehicle Flying Whenever this Vehicle attacks or blocks, you may draw a card. If you do, discard a card. Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Solitude 3WW Creature -- Elemental Incarnation Flash Lifelink When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power. Evoke--Exile a white card from your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sol Ring 1 Artifact {T}: Add {C}{C}. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stoneforge Mystic 1W Creature -- Kor Artificer When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle. {1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Strip Mine Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target land. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunbaked Canyon Land {T}, Pay 1 life: Add {R} or {W}. {1}, {T}, Sacrifice this land: Draw a card. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Surge of Salvation Instant You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swords to Plowshares Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tectonic Edge Land {T}: Add {C}. {1}, {T}, Sacrifice this land: Destroy target nonbasic land. Activate only if an opponent controls four or more lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thalia, Guardian of Thraben Legendary Creature -- Human Soldier First strike Noncreature spells cost {1} more to cast. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Thalia, Heretic Cathar Legendary Creature -- Human Soldier First strike Creatures and nonbasic lands your opponents control enter tapped. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Wandering Emperor Legendary Planeswalker Flash As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant. [+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn. [-1]: Create a 2/2 white Samurai creature token with vigilance. [-2]: Exile target tapped creature. You gain 2 life. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Wandering Rescuer Legendary Creature -- Human Samurai Noble Flash Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Double strike Other tapped creatures you control have hexproof. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thraben Inspector Creature -- Human Soldier When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 11/13 - 8 cards - 2.5 x 3.5 in each

Timeless Dragon Token Creature -- Zombie Dragon Flying 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Touch the Spirit Realm 2W Enchantment When this enchantment enters, exile up to one target artifact or creature until this enchantment leaves the battlefield. Channel -- {1}{W}, Discard this card: Exile target artifact or creature. Return it to the battlefield under its owner's control at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Umezawa's Jitte 2 Legendary Artifact -- Equipment Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte. Remove a charge counter from Umezawa's Jitte: Choose one -- * Equipped creature gets +2/+2 until end of turn. * Target creature gets -1/-1 until end of turn. * You gain 2 life. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urza's Cave Land -- Urza's Cave {T}: Add {C}. {3}, {T}, Sacrifice this land: Search your library for a land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Urza's Saga Enchantment Land -- Urza's Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'" III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Walking Ballista X X Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. {4}: Put a +1/+1 counter on this creature. Remove a +1/+1 counter from this creature: It deals 1 damage to any target. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warden of the Inner Sky W Creature -- Human Soldier 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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Waste Land Land {T}: Add {C}. {T}, Sacrifice Waste Land: Destroy target nonbasic land. That land's controller creates a Wastes token. (It's a land with {T}: Add {C}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 12/13 - 8 cards - 2.5 x 3.5 in each

Weathered Wayfarer

W

Creature -- Human Nomad Cleric

{W}, {T}: Search your library for a land card, reveal it, put it into your hand, then shuffle. Activate only if an opponent controls more lands than you.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Werefox Bodyguard

1WW

Creature -- Elf Fox Knight

Flash

When this creature enters, exile up to one other target non-Fox creature until this creature leaves the battlefield.

{1}{W}, Sacrifice this creature: You gain 2 life.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

White Plume Adventurer

2W

Creature -- Orc Cleric

When this creature enters, you take the initiative.

At the beginning of each opponent's upkeep, untap a creature you control. If you've completed a dungeon, untap all creatures you control instead.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Witch Enchanter

3W

Creature -- Human Warlock

When this creature enters, destroy target artifact or enchantment an opponent controls.

2/2

Witch-Blessed Meadow

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.

{T}: Add {W}.

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