Aethermage's Touch 2WU

Instant

Reveal the top four cards of your library. You may put a creature card from among them onto the battlefield. It gains "At the beginning of your end step, return this creature to its owner's hand." Then put the rest of the cards revealed this way on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aethermage's Touch 2WU

Instant

Reveal the top four cards of your library. You may put a creature card from among them onto the battlefield. It gains "At the beginning of your end step, return this creature to its owner's hand." Then put the rest of the cards revealed this way on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aethermage's Touch 2WU

Instant

Reveal the top four cards of your library. You may put a creature card from among them onto the battlefield. It gains "At the beginning of your end step, return this creature to its owner's hand." Then put the rest of the cards revealed this way on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aethermage's Touch 2WU

Instant

Reveal the top four cards of your library. You may put a creature card from among them onto the battlefield. It gains "At the beginning of your end step, return this creature to its owner's hand." Then put the rest of the cards revealed this way on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Callous Bloodmage 2B

Creature -- Vampire Warlock

When this creature enters, choose one --
* Create a 1/1 black and green Pest creature token with "When this token dies, you gain 1 life."
* You draw a card and you lose 1 life.
* Exile target player's graveyard.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Callous Bloodmage 2B

Creature -- Vampire Warlock

When this creature enters, choose one --
* Create a 1/1 black and green Pest creature token with "When this token dies, you gain 1 life."
* You draw a card and you lose 1 life.
* Exile target player's graveyard.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Canopy Vista

Land -- Forest Plains

({T}: Add {G} or {W}.)
This land enters tapped unless you control two or more basic lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Canopy Vista

Land -- Forest Plains

({T}: Add {G} or {W}.)
This land enters tapped unless you control two or more basic lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Canopy Vista

Land -- Forest Plains

({T}: Add {G} or {W}.)
This land enters tapped unless you control two or more basic lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Choked Estuary

Land

As this land enters, you may reveal an Island or Swamp card from your hand. If you don't, this land enters tapped.
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Failure {1}{U}

Instant

Return target spell to its owner's hand.

- - - AFTERMATH HALF - - -

Comply {W}

Sorcery

Aftermath (Cast this spell only from your graveyard. Then exile it.)
Choose a card name. Until your next turn, your opponents can't cast spells with the chosen name.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Failure {1}{U}

Instant

Return target spell to its owner's hand.

- - - AFTERMATH HALF - - -

Comply {W}

Sorcery

Aftermath (Cast this spell only from your graveyard. Then exile it.)
Choose a card name. Until your next turn, your opponents can't cast spells with the chosen name.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Failure {1}{U}

Instant

Return target spell to its owner's hand.

- - - AFTERMATH HALF - - -

Comply {W}

Sorcery

Aftermath (Cast this spell only from your graveyard. Then exile it.)
Choose a card name. Until your next turn, your opponents can't cast spells with the chosen name.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fangkeeper's Familiar {1}{B}{G}{U}

Creature -- Snake

Flash
When this creature enters, choose one --
* You gain 3 life and surveil 3. (Look at the top three cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)
* Destroy target enchantment.
* Counter target creature spell.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fangkeeper's Familiar {1}{B}{G}{U}

Creature -- Snake

Flash
When this creature enters, choose one --
* You gain 3 life and surveil 3. (Look at the top three cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)
* Destroy target enchantment.
* Counter target creature spell.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Toroaimiti - FreeForm (MO ???99???#3 (?129????CS) sheet 2/10 - 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.

Fangkeeper's Familiar (1)(B)(G)(U)

Creature -- Snake

Flash
When this creature enters, choose one --
* You gain 3 life and surveil 3. (Look at the top three cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)
* Destroy target enchantment.
* Counter target creature spell.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fangkeeper's Familiar (1)(B)(G)(U)

Creature -- Snake

Flash
When this creature enters, choose one --
* You gain 3 life and surveil 3. (Look at the top three cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)
* Destroy target enchantment.
* Counter target creature spell.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fortified Village

Land

As this land enters, you may reveal a Forest or Plains card from your hand. If you don't, this land enters tapped.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Guardian of Ghirapur (2)(W)

Creature -- Angel

Flying
When this creature enters, exile up to one other target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Guardian of Ghirapur (2)(W)

Creature -- Angel

Flying
When this creature enters, exile up to one other target creature or artifact you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kellan, Inquisitive Prodigy 2GU

Legendary Creature -- Human Faerie Detective

Flying, vigilance
Whenever Kellan attacks, destroy up to one target artifact. If you controlled that permanent, draw a card.

3/4

- - - ADVENTURE - - -

Tail the Suspect GU

Sorcery -- Adventure

Investigate. You may play an additional land this turn. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kellan, Inquisitive Prodigy 2GU

Legendary Creature -- Human Faerie Detective

Flying, vigilance
Whenever Kellan attacks, destroy up to one target artifact. If you controlled that permanent, draw a card.

3/4

- - - ADVENTURE - - -

Tail the Suspect GU

Sorcery -- Adventure

Investigate. You may play an additional land this turn. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kellan, Inquisitive Prodigy 2GU

Legendary Creature -- Human Faerie Detective

Flying, vigilance
Whenever Kellan attacks, destroy up to one target artifact. If you controlled that permanent, draw a card.

3/4

- - - ADVENTURE - - -

Tail the Suspect GU

Sorcery -- Adventure

Investigate. You may play an additional land this turn. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kellan, Inquisitive Prodigy 2GU

Legendary Creature -- Human Faerie Detective

Flying, vigilance
Whenever Kellan attacks, destroy up to one target artifact. If you controlled that permanent, draw a card.

3/4

- - - ADVENTURE - - -

Tail the Suspect GU

Sorcery -- Adventure

Investigate. You may play an additional land this turn. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kykar, Zephyr Awakener 2WU

Legendary Creature -- Bird Wizard

Flying
Whenever you cast a noncreature spell, choose one --
* Exile another target creature you control. Return that card to the battlefield under its owner's control at the beginning of the next end step.
* Create a 1/1 white Spirit creature token with flying.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kykar, Zephyr Awakener 2WU

Legendary Creature -- Bird Wizard

Flying
Whenever you cast a noncreature spell, choose one --
* Exile another target creature you control. Return that card to the battlefield under its owner's control at the beginning of the next end step.
* Create a 1/1 white Spirit creature token with flying.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Necroblossom Snarl

Land

As this land enters, you may reveal a Swamp or Forest card from your hand. If you don't, this land enters tapped.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Toroaimiti - FreeForm (MO ???99???#3 (?129????CS) 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; 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.

Necroblossom Snarl

Land

As this land enters, you may reveal a Swamp or Forest card from your hand. If you don't, this land enters tapped.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Necroblossom Snarl

Land

As this land enters, you may reveal a Swamp or Forest card from your hand. If you don't, this land enters tapped.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Necroblossom Snarl

Land

As this land enters, you may reveal a Swamp or Forest card from your hand. If you don't, this land enters tapped.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Port Town

Land

As this land enters, you may reveal a Plains or Island card from your hand. If you don't, this land enters tapped.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Port Town

Land

As this land enters, you may reveal a Plains or Island card from your hand. If you don't, this land enters tapped.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Port Town

Land

As this land enters, you may reveal a Plains or Island card from your hand. If you don't, this land enters tapped.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Port Town

Land

As this land enters, you may reveal a Plains or Island card from your hand. If you don't, this land enters tapped.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Salvation Swan {3}{W}

Creature -- Bird Cleric

Flash
Flying
Whenever this creature or another Bird you control enters, exile up to one target creature you control without flying. Return it to the battlefield under its owner's control with a flying counter on it at the beginning of the next end step.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Salvation Swan (3)(W)

Creature -- Bird Cleric

Flash
Flying
Whenever this creature or another Bird you control enters, exile up to one target creature you control without flying. Return it to the battlefield under its owner's control with a flying counter on it at the beginning of the next end step.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Singer of Swift Rivers (1)(G)(U)

Creature -- Merfolk Shaman

Flash
When this creature enters, put a shield counter on another target creature you control. (If it would be dealt damage or destroyed, remove a shield counter from it instead.)
You may cast Merfolk spells as though they had flash.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Singer of Swift Rivers (1)(G)(U)

Creature -- Merfolk Shaman

Flash
When this creature enters, put a shield counter on another target creature you control. (If it would be dealt damage or destroyed, remove a shield counter from it instead.)
You may cast Merfolk spells as though they had flash.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunken Hollow

Land -- Island Swamp

({T}: Add {U} or {B}.)
This land enters tapped unless you control two or more basic lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunken Hollow

Land -- Island Swamp

({T}: Add {U} or {B}.)
This land enters tapped unless you control two or more basic lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunken Hollow

Land -- Island Swamp

({T}: Add {U} or {B}.)
This land enters tapped unless you control two or more basic lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Deceit

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Enlightenment

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Temple of Enlightenment

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Enlightenment

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Enlightenment

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thragtusk {4}{G}

Creature -- Beast

When this creature enters, you gain 5 life.
When this creature leaves the battlefield, create a 3/3 green Beast creature token.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thragtusk {4}{G}

Creature -- Beast

When this creature enters, you gain 5 life.
When this creature leaves the battlefield, create a 3/3 green Beast creature token.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thragtusk {4}{G}

Creature -- Beast

When this creature enters, you gain 5 life.
When this creature leaves the battlefield, create a 3/3 green Beast creature token.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Twining Twins {2}{U}{U}

Creature -- Faerie Wizard

Flying, vigilance, ward {1}

4/4

- - - ADVENTURE - - -

Swift Spiral {1}{W}

Instant -- Adventure

Exile target nontoken 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

Twining Twins {2}{U}{U}

Creature -- Faerie Wizard

Flying, vigilance, ward {1}

4/4

- - - ADVENTURE - - -

Swift Spiral {1}{W}

Instant -- Adventure

Exile target nontoken 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

Playtest cards - Toroaimiti - FreeForm (MO ???99???#3 (?129????CS) 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.

Twining Twins {2}{U}{U}

Creature -- Faerie Wizard

Flying, vigilance, ward {1}

4/4

- - - ADVENTURE - - -

Swift Spiral {1}{W}

Instant -- Adventure

Exile target nontoken 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

Twining Twins {2}{U}{U}

Creature -- Faerie Wizard

Flying, vigilance, ward {1}

4/4

- - - ADVENTURE - - -

Swift Spiral {1}{W}

Instant -- Adventure

Exile target nontoken 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

Vineglimmer Snarl

Land

As this land enters, you may reveal a Forest or Island card from your hand. If you don't, this land enters tapped.
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vineglimmer Snarl

Land

As this land enters, you may reveal a Forest or Island card from your hand. If you don't, this land enters tapped.
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

By Invitation Only {3}{W}{W}

Sorcery

Choose a number between 0 and 13. Each player sacrifices that many creatures of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

By Invitation Only {3}{W}{W}

Sorcery

Choose a number between 0 and 13. Each player sacrifices that many creatures of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

By Invitation Only {3}{W}{W}

Sorcery

Choose a number between 0 and 13. Each player sacrifices that many creatures of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

By Invitation Only {3}{W}{W}

Sorcery

Choose a number between 0 and 13. Each player sacrifices that many creatures of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Toroaimiti - FreeForm (MO ???99???#3 (?129????CS) sheet 8/10 - 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.

Keruga, the Macrosage {3}{G/U}{G/U}

Legendary Creature -- Dinosaur Hippo

Companion -- Your starting deck contains only cards with mana value 3 or greater and land cards. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)
When Keruga enters, draw a card for each other permanent you control with mana value 3 or greater.

[sideboard]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overcharged Amalgam {2}{U}{U}

Creature -- Zombie Horror

Flash
Flying
Exploit (When this creature enters, you may sacrifice a creature.)
When this creature exploits a creature, counter target spell, activated ability, or triggered ability.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overcharged Amalgam {2}{U}{U}

Creature -- Zombie Horror

Flash
Flying
Exploit (When this creature enters, you may sacrifice a creature.)
When this creature exploits a creature, counter target spell, activated ability, or triggered ability.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overcharged Amalgam {2}{U}{U}

Creature -- Zombie Horror

Flash
Flying
Exploit (When this creature enters, you may sacrifice a creature.)
When this creature exploits a creature, counter target spell, activated ability, or triggered ability.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overcharged Amalgam {2}{U}{U}

Creature -- Zombie Horror

Flash
Flying
Exploit (When this creature enters, you may sacrifice a creature.)
When this creature exploits a creature, counter target spell, activated ability, or triggered ability.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Siege Rhino {1}{W}{B}{G}

Creature -- Rhino

Trample
When this creature enters, each opponent loses 3 life and you gain 3 life.

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Siege Rhino {1}{W}{B}{G}

Creature -- Rhino

Trample
When this creature enters, each opponent loses 3 life and you gain 3 life.

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Siege Rhino {1}{W}{B}{G}

Creature -- Rhino

Trample
When this creature enters, each opponent loses 3 life and you gain 3 life.

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Unidentified Hovership {1}{W}{W}

Artifact -- Vehicle

Flying
When this Vehicle enters, exile up to one target creature with toughness 5 or less.
When this Vehicle leaves the battlefield, the exiled card's owner manifests dread.
Crew 1

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unidentified Hovership {1}{W}{W}

Artifact -- Vehicle

Flying
When this Vehicle enters, exile up to one target creature with toughness 5 or less.
When this Vehicle leaves the battlefield, the exiled card's owner manifests dread.
Crew 1

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unidentified Hovership {1}{W}{W}

Artifact -- Vehicle

Flying
When this Vehicle enters, exile up to one target creature with toughness 5 or less.
When this Vehicle leaves the battlefield, the exiled card's owner manifests dread.
Crew 1

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.