

Banishing Light 2 W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Belladonna Took 1 W Legendary Creature -- Halfling Citizen Whenever a token you control enters, you gain 1 life if this is the first time this ability has resolved this turn. If it's the second time, draw a card. If it's the third time, put a +1/+1 counter on each creature you control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Belladonna Took 1 W Legendary Creature -- Halfling Citizen Whenever a token you control enters, you gain 1 life if this is the first time this ability has resolved this turn. If it's the second time, draw a card. If it's the third time, put a +1/+1 counter on each creature you control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Belladonna Took 1 W Legendary Creature -- Halfling Citizen Whenever a token you control enters, you gain 1 life if this is the first time this ability has resolved this turn. If it's the second time, draw a card. If it's the third time, put a +1/+1 counter on each creature you control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Belladonna Took 1 W Legendary Creature -- Halfling Citizen Whenever a token you control enters, you gain 1 life if this is the first time this ability has resolved this turn. If it's the second time, draw a card. If it's the third time, put a +1/+1 counter on each creature you control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Caretaker's Talent 2 W Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn. {W}: Level 2 When this Class becomes level 2, create a token that's a copy of target token you control. {3}{W}: Level 3 Creature tokens you control get +2/+2. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Clachan Festival 2 W Kindred Enchantment -- Kithkin When this enchantment enters, create two 1/1 green and white Kithkin creature tokens. {4}{W}: Create a 1/1 green and white Kithkin creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Clachan Festival 2 W Kindred Enchantment -- Kithkin When this enchantment enters, create two 1/1 green and white Kithkin creature tokens. {4}{W}: Create a 1/1 green and white Kithkin creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Elsbeth, Storm Slayer (3)(W)(W) Legendary Planeswalker -- Elspeth If one or more tokens would be created under your control, twice that many of those tokens are created instead. [+1]: Create a 1/1 white Soldier creature token. [0]: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn. [-3]: Destroy target creature an opponent controls with mana value 3 or greater. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elsbeth, Storm Slayer (3)(W)(W) Legendary Planeswalker -- Elspeth If one or more tokens would be created under your control, twice that many of those tokens are created instead. [+1]: Create a 1/1 white Soldier creature token. [0]: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn. [-3]: Destroy target creature an opponent controls with mana value 3 or greater. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Erode (W) Instant Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Haliya, Guided by Light (2)(W) Legendary Creature -- Human Soldier Whenever Haliya or another creature or artifact you control enters, you gain 1 life. At the beginning of your end step, draw a card if you've gained 3 or more life this turn. Warp {W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hop to It (2)(W) Sorcery Create three 1/1 white Rabbit creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hop to It (2)(W) Sorcery Create three 1/1 white Rabbit creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hop to It (2)(W) Sorcery Create three 1/1 white Rabbit creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hop to It (2)(W) Sorcery Create three 1/1 white Rabbit creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lita, Little Orphan Amphibian 1W Legendary Creature -- Mutant Ninja Turtle Alliance -- Whenever another creature you control enters, choose one that hasn't been chosen this turn. * Put a +1/+1 counter on Lita. * Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") * Scry 1. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lita, Little Orphan Amphibian 1W Legendary Creature -- Mutant Ninja Turtle Alliance -- Whenever another creature you control enters, choose one that hasn't been chosen this turn. * Put a +1/+1 counter on Lita. * Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") * Scry 1. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lita, Little Orphan Amphibian 1W Legendary Creature -- Mutant Ninja Turtle Alliance -- Whenever another creature you control enters, choose one that hasn't been chosen this turn. * Put a +1/+1 counter on Lita. * Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") * Scry 1. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Political TriumphW Enchantment -- Plan Whenever a creature you control enters, scry 1 and put a plan counter on this enchantment. When the fourth plan counter is put on this enchantment, sacrifice it, draw a card, and put a +1/+1 counter on each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Political TriumphW Enchantment -- Plan Whenever a creature you control enters, scry 1 and put a plan counter on this enchantment. When the fourth plan counter is put on this enchantment, sacrifice it, draw a card, and put a +1/+1 counter on each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Political TriumphW Enchantment -- Plan Whenever a creature you control enters, scry 1 and put a plan counter on this enchantment. When the fourth plan counter is put on this enchantment, sacrifice it, draw a card, and put a +1/+1 counter on each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Political TriumphW Enchantment -- Plan Whenever a creature you control enters, scry 1 and put a plan counter on this enchantment. When the fourth plan counter is put on this enchantment, sacrifice it, draw a card, and put a +1/+1 counter on each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Release the Dogs3W Sorcery Create four 1/1 white Dog creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Release the Dogs 3W Sorcery Create four 1/1 white Dog creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Release the Dogs 3W Sorcery Create four 1/1 white Dog creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Release the Dogs 3W Sorcery Create four 1/1 white Dog creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Requisition Raid W Sorcery Spree (Choose one or more additional costs.) + {1} -- Destroy target artifact. + {1} -- Destroy target enchantment. + {1} -- Put a +1/+1 counter on each creature target player controls. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Requisition Raid W Sorcery Spree (Choose one or more additional costs.) + {1} -- Destroy target artifact. + {1} -- Destroy target enchantment. + {1} -- Put a +1/+1 counter on each creature target player controls. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seam Rip W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Last Ronin's Technique 3W Instant Sneak {1}{W} (You may cast this spell for {1}{W} if you also return an unblocked attacker you control to hand during the declare blockers step.) Create three 1/1 white Ninja Turtle Spirit creature tokens. If this spell's sneak cost was paid, they enter tapped and attacking. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Last Ronin's Technique 3W Instant Sneak {1}{W} (You may cast this spell for {1}{W} if you also return an unblocked attacker you control to hand during the declare blockers step.) Create three 1/1 white Ninja Turtle Spirit creature tokens. If this spell's sneak cost was paid, they enter tapped and attacking. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - LadyNova - Standard (Magic Spotlight: Fracture - SCG CON Hartford - Satur

sheet 7/8 - 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.

Voice of Victory (1)(W) Creature -- Human Bard Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of Victory (1)(W) Creature -- Human Bard Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of Victory (1)(W) Creature -- Human Bard Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of Victory (1)(W) Creature -- Human Bard Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Authority of the Consuls (W) Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Authority of the Consuls (W) Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gideon's Memorial (1)(W) Legendary Artifact Creature tokens you control get +1/+0 and have vigilance. {T}: Add one mana of any color. Spend this mana only to cast a planeswalker spell. {1}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gideon's Memorial (1)(W) Legendary Artifact Creature tokens you control get +1/+0 and have vigilance. {T}: Add one mana of any color. Spend this mana only to cast a planeswalker spell. {1}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev