

Amalia Benavides Aguirre (W)(B) Legendary Creature -- Vampire Scout Ward--Pay 3 life. Whenever you gain life, Amalia Benavides Aguirre explores. Then destroy all other creatures if its power is exactly 20. (To have this creature explore, 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 this creature, then put the card back or put it into your graveyard.) <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Amalia Benavides Aguirre (W)(B) Legendary Creature -- Vampire Scout Ward--Pay 3 life. Whenever you gain life, Amalia Benavides Aguirre explores. Then destroy all other creatures if its power is exactly 20. (To have this creature explore, 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 this creature, then put the card back or put it into your graveyard.) <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Amalia Benavides Aguirre (W)(B) Legendary Creature -- Vampire Scout Ward--Pay 3 life. Whenever you gain life, Amalia Benavides Aguirre explores. Then destroy all other creatures if its power is exactly 20. (To have this creature explore, 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 this creature, then put the card back or put it into your graveyard.) <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Amalia Benavides Aguirre (W)(B) Legendary Creature -- Vampire Scout Ward--Pay 3 life. Whenever you gain life, Amalia Benavides Aguirre explores. Then destroy all other creatures if its power is exactly 20. (To have this creature explore, 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 this creature, then put the card back or put it into your graveyard.) <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Aunt May (W) Legendary Creature -- Human Citizen Whenever another creature you control enters, you gain 1 life. If it's a Spider, put a +1/+1 counter on it. <div>0/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aunt May (W) Legendary Creature -- Human Citizen Whenever another creature you control enters, you gain 1 life. If it's a Spider, put a +1/+1 counter on it. <div>0/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bitter Triumph (1)(B) Instant As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bitter Triumph (1)(B) Instant As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div>Case of the Uneaten Feast</div><div>W</div></div><div>Enchantment -- Case</div><div>Whenever a creature you control enters, you gain 1 life. To solve -- You've gained 5 or more life this turn. (If unsolved, solve at the beginning of your end step.) Solved -- Sacrifice this Case: Creature cards in your graveyard gain "You may cast this card from your graveyard" until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Case of the Uneaten Feast</div><div>W</div></div><div>Enchantment -- Case</div><div>Whenever a creature you control enters, you gain 1 life. To solve -- You've gained 5 or more life this turn. (If unsolved, solve at the beginning of your end step.) Solved -- Sacrifice this Case: Creature cards in your graveyard gain "You may cast this card from your graveyard" until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Case of the Uneaten Feast</div><div>W</div></div><div>Enchantment -- Case</div><div>Whenever a creature you control enters, you gain 1 life. To solve -- You've gained 5 or more life this turn. (If unsolved, solve at the beginning of your end step.) Solved -- Sacrifice this Case: Creature cards in your graveyard gain "You may cast this card from your graveyard" until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Case of the Uneaten Feast</div><div>W</div></div><div>Enchantment -- Case</div><div>Whenever a creature you control enters, you gain 1 life. To solve -- You've gained 5 or more life this turn. (If unsolved, solve at the beginning of your end step.) Solved -- Sacrifice this Case: Creature cards in your graveyard gain "You may cast this card from your graveyard" until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Concealed Courtyard</div><div></div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Concealed Courtyard</div><div></div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Concealed Courtyard</div><div></div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Concealed Courtyard</div><div></div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div>Dalkovan Encampment</div> <div>Land</div> <div>This land enters tapped unless you control a Swamp or a Mountain. {T}: Add {W}.</div> <div>{2}{W}, {T}: Whenever you attack this turn, create two 1/1 red Warrior creature tokens that are tapped and attacking. Sacrifice them at the beginning of the next end step.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Deep-Cavern Bat</div> <div>Creature -- Bat</div> <div>Flying, lifelink</div> <div>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Deep-Cavern Bat</div> <div>Creature -- Bat</div> <div>Flying, lifelink</div> <div>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Enlightened Confidant</div> <div>Creature -- Kor Cleric</div> <div>Lifelink</div> <div>At the beginning of your end step, if you gained life this turn, surveil 1. If you put a card with mana value less than or equal to the amount of life you gained this turn into your graveyard this way, put that card into your hand.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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<div> <div>Erode</div> <div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Fountainport</div> </div> <div>Land</div> <div> <p>{T}: Add {C}. {2}, {T}, Sacrifice a token: Draw a card. {3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token. {4}, {T}: Create a Treasure token.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Godless Shrine</div> </div> <div>Land -- Plains Swamp</div> <div> <p>{T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Godless Shrine</div> </div> <div>Land -- Plains Swamp</div> <div> <p>{T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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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.) <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hinterland Sanctifier (W) Creature -- Rabbit Cleric Whenever another creature you control enters, you gain 1 life. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hinterland Sanctifier (W) Creature -- Rabbit Cleric Whenever another creature you control enters, you gain 1 life. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hinterland Sanctifier (W) Creature -- Rabbit Cleric Whenever another creature you control enters, you gain 1 life. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hinterland Sanctifier (W) Creature -- Rabbit Cleric Whenever another creature you control enters, you gain 1 life. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Liliana the Faultless (W) Legendary Creature -- Human Cleric Whenever another creature or planeswalker you control enters, you gain 1 life. {1}, {T}, Discard a card: Another target creature or planeswalker you control gains hexproof until end of turn. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Liliana the Faultless (W) Legendary Creature -- Human Cleric Whenever another creature or planeswalker you control enters, you gain 1 life. {1}, {T}, Discard a card: Another target creature or planeswalker you control gains hexproof until end of turn. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lunar Convocation (W)(B) Enchantment At the beginning of your end step, if you gained life this turn, each opponent loses 1 life. At the beginning of your end step, if you gained and lost life this turn, create a 1/1 black Bat creature token with flying. {1}{B}, Pay 2 life: Draw a card. <div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Hirayama, Rei - Standard v3 Group 656E7E (Aunt May, Deep-Cavern Bat) (???)

sheet 5/10 - 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.

<div> <div>Lunar Convocation</div> <div> <div>W</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div> <p>At the beginning of your end step, if you gained life this turn, each opponent loses 1 life.</p> <p>At the beginning of your end step, if you gained and lost life this turn, create a 1/1 black Bat creature token with flying.</p> <p>{1}{B}, Pay 2 life: Draw a card.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Lunar Convocation</div> <div> <div>W</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div> <p>At the beginning of your end step, if you gained life this turn, each opponent loses 1 life.</p> <p>At the beginning of your end step, if you gained and lost life this turn, create a 1/1 black Bat creature token with flying.</p> <p>{1}{B}, Pay 2 life: Draw a card.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Lunar Convocation</div> <div> <div>W</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div> <p>At the beginning of your end step, if you gained life this turn, each opponent loses 1 life.</p> <p>At the beginning of your end step, if you gained and lost life this turn, create a 1/1 black Bat creature token with flying.</p> <p>{1}{B}, Pay 2 life: Draw a card.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Moseo, Vein's New Dean</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div> <div> <div>Legendary Creature -- Bird Skeleton Warlock</div> <div> <div>Flying</div> <p>When Moseo enters, create a 1/1 black and green Pest creature token with "Whenever this token attacks, you gain 1 life."</p> <p>Infusion -- At the beginning of your end step, if you gained life this turn, return up to one target creature card with mana value X or less from your graveyard to the battlefield, where X is the amount of life you gained this turn.</p> </div> </div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
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<div><div>Starting Town</div><div>Land -- Town</div><div><p>This land enters tapped unless it's your first, second, or third turn of the game.</p><p>{T}: Add {C}.</p><p>{T}, Pay 1 life: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Starting Town</div><div>Land -- Town</div><div><p>This land enters tapped unless it's your first, second, or third turn of the game.</p><p>{T}: Add {C}.</p><p>{T}, Pay 1 life: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Starting Town</div><div>Land -- Town</div><div><p>This land enters tapped unless it's your first, second, or third turn of the game.</p><p>{T}: Add {C}.</p><p>{T}, Pay 1 life: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Starting Town</div><div>Land -- Town</div><div><p>This land enters tapped unless it's your first, second, or third turn of the game.</p><p>{T}: Add {C}.</p><p>{T}, Pay 1 life: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Cease<div>16/6</div></div><div>Instant</div><div><p>Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.</p><p>[sideboard]</p></div><div>----- RIGHT HALF -----</div><div><div>Desist<div>46/66/6</div></div><div>Sorcery</div><div><p>Destroy all artifacts and enchantments.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Cease<div>16/6</div></div><div>Instant</div><div><p>Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.</p><p>[sideboard]</p></div><div>----- RIGHT HALF -----</div><div><div>Desist<div>46/66/6</div></div><div>Sorcery</div><div><p>Destroy all artifacts and enchantments.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Deep-Cavern Bat<div>1B</div></div><div>Creature -- Bat</div><div><p>Flying, lifelink</p><p>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</p><p>[sideboard]</p></div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Duress<div>B</div></div><div>Sorcery</div><div><p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>M.O.D.O.K.</div><div>3B</div></div><div>Legendary Artifact Creature -- Villain</div><div>Flying, lifelink Mental Organism -- Pay 3 life: M.O.D.O.K. connives. Activate only during your turn. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.) Designed Only for Killing -- Creatures your opponents control get -1/-1.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Pyrrhic Strike</div><div>2W</div></div><div>Instant</div><div>As an additional cost to cast this spell, you may blight 2. (You may put two -1/-1 counters on a creature you control.) Choose one. If this spell's additional cost was paid, choose both instead. * Destroy target artifact or enchantment. * Destroy target creature with mana value 3 or greater.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Pyrrhic Strike</div><div>2W</div></div><div>Instant</div><div>As an additional cost to cast this spell, you may blight 2. (You may put two -1/-1 counters on a creature you control.) Choose one. If this spell's additional cost was paid, choose both instead. * Destroy target artifact or enchantment. * Destroy target creature with mana value 3 or greater.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Refute Destiny</div><div>1W</div></div><div>Sorcery</div><div>Exile target creature or planeswalker that's green or blue. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Seam Rip</div><div>W</div></div><div>Enchantment</div><div>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Seam Rip</div><div>W</div></div><div>Enchantment</div><div>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Seam Rip</div><div>W</div></div><div>Enchantment</div><div>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div> Shattered Acolyte <div> <div>1</div> <div>W</div> </div> </div> <div> <div> Creature -- Dwarf Warlock </div> <div> <div>Lifelink</div> <div>{1}, Sacrifice this creature: Destroy target artifact or enchantment.</div> <div>[sideboard]</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Shattered Acolyte <div> <div>1</div> <div>W</div> </div> </div> <div> <div> Creature -- Dwarf Warlock </div> <div> <div>Lifelink</div> <div>{1}, Sacrifice this creature: Destroy target artifact or enchantment.</div> <div>[sideboard]</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Space-Time Anomaly <div> <div>2</div> <div>W</div> <div>U</div> </div> </div> <div> <div> Sorcery </div> <div> <div>Target player mills cards equal to your life total.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	