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| <div>Canopy Vista</div> <div>Land -- Forest Plains</div> <div>           ({T}: Add {G} or {W}.)<br/>           This land enters tapped unless you control two or more basic lands.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                    | <div>Canopy Vista</div> <div>Land -- Forest Plains</div> <div>           ({T}: Add {G} or {W}.)<br/>           This land enters tapped unless you control two or more basic lands.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                    | <div>Canopy Vista</div> <div>Land -- Forest Plains</div> <div>           ({T}: Add {G} or {W}.)<br/>           This land enters tapped unless you control two or more basic lands.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                    | <div>Deathmist Raptor 1GG</div> <div>Creature -- Dinosaur Beast</div> <div>           Deathtouch<br/>           Whenever a permanent you control is turned face up, you may return this card from your graveyard to the battlefield face up or face down.<br/>           Megamorph {4}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)         </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>       |
| <div>Deathmist Raptor 1GG</div> <div>Creature -- Dinosaur Beast</div> <div>           Deathtouch<br/>           Whenever a permanent you control is turned face up, you may return this card from your graveyard to the battlefield face up or face down.<br/>           Megamorph {4}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)         </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Deathmist Raptor 1GG</div> <div>Creature -- Dinosaur Beast</div> <div>           Deathtouch<br/>           Whenever a permanent you control is turned face up, you may return this card from your graveyard to the battlefield face up or face down.<br/>           Megamorph {4}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)         </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Deathmist Raptor 1GG</div> <div>Creature -- Dinosaur Beast</div> <div>           Deathtouch<br/>           Whenever a permanent you control is turned face up, you may return this card from your graveyard to the battlefield face up or face down.<br/>           Megamorph {4}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)         </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Den Protector 1G</div> <div>Creature -- Human Warrior</div> <div>           Creatures with power less than this creature's power can't block it.<br/>           Megamorph {1}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)<br/>           When this creature is turned face up, return target card from your graveyard to your hand.         </div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div><div>Den Protector</div><div><div>1</div><div>G</div></div></div> <div><div>Creature -- Human Warrior</div><div>Creatures with power less than this creature's power can't block it.<br/>Megamorph {1}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)<br/>When this creature is turned face up, return target card from your graveyard to your hand.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Den Protector</div><div><div>1</div><div>G</div></div></div> <div><div>Creature -- Human Warrior</div><div>Creatures with power less than this creature's power can't block it.<br/>Megamorph {1}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)<br/>When this creature is turned face up, return target card from your graveyard to your hand.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Den Protector</div><div><div>1</div><div>G</div></div></div> <div><div>Creature -- Human Warrior</div><div>Creatures with power less than this creature's power can't block it.<br/>Megamorph {1}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)<br/>When this creature is turned face up, return target card from your graveyard to your hand.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dromoka's Command</div><div><div>G</div><div>W</div></div></div> <div><div>Instant</div><div>Choose two --<br/>* Prevent all damage target instant or sorcery spell would deal this turn.<br/>* Target player sacrifices an enchantment of their choice.<br/>* Put a +1/+1 counter on target creature.<br/>* Target creature you control fights target creature you don't control.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Dromoka's Command</div><div><div>G</div><div>W</div></div></div> <div><div>Instant</div><div>Choose two --<br/>* Prevent all damage target instant or sorcery spell would deal this turn.<br/>* Target player sacrifices an enchantment of their choice.<br/>* Put a +1/+1 counter on target creature.<br/>* Target creature you control fights target creature you don't control.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                            | <div><div>Dromoka's Command</div><div><div>G</div><div>W</div></div></div> <div><div>Instant</div><div>Choose two --<br/>* Prevent all damage target instant or sorcery spell would deal this turn.<br/>* Target player sacrifices an enchantment of their choice.<br/>* Put a +1/+1 counter on target creature.<br/>* Target creature you control fights target creature you don't control.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                            | <div><div>Dromoka's Command</div><div><div>G</div><div>W</div></div></div> <div><div>Instant</div><div>Choose two --<br/>* Prevent all damage target instant or sorcery spell would deal this turn.<br/>* Target player sacrifices an enchantment of their choice.<br/>* Put a +1/+1 counter on target creature.<br/>* Target creature you control fights target creature you don't control.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                            | <div><div>Flooded Strand</div></div> <div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                              |

## Flooded Strand

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

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## Flooded Strand

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

$$(\{T\} : \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gideon, Ally of Zendikar (2)(W)(W)

Legendary Planeswalker -- Gideon

[+1]: Until end of turn, Gideon becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.

```
[0]: Create a 2/2 white Knight Ally
creature token.
```

```
[-4]: You get an emblem with
```

"Creatures you control get +1/+1."

**L 4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gideon, Ally of Zendikar (2)(W)(W)

Legendary Planeswalker -- Gideon

```
[+1]: Until end of turn, Gideon
becomes a 5/5 Human Soldier Ally
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this turn.
```

```
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creature token.
```

```
[-4]: You get an emblem with
```

```
"Creatures you control get +1/+1."
```

**L 4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <p><b>Gideon, Ally of Zendikar</b> (2)(W)(W)</p> <p>Legendary Planeswalker -- Gideon</p> <p>[+1]: Until end of turn, Gideon becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.</p> <p>[0]: Create a 2/2 white Knight Ally creature token.</p> <p>[-4]: You get an emblem with "Creatures you control get +1/+1."</p> <p>L 4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Gideon, Ally of Zendikar</b> (2)(W)(W)</p> <p>Legendary Planeswalker -- Gideon</p> <p>[+1]: Until end of turn, Gideon becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.</p> <p>[0]: Create a 2/2 white Knight Ally creature token.</p> <p>[-4]: You get an emblem with "Creatures you control get +1/+1."</p> <p>L 4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Hangarback Walker</b> (X)(X)</p> <p>Artifact Creature -- Construct</p> <p>This creature enters with X +1/+1 counters on it.</p> <p>When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature.</p> <p>{1}, {T}: Put a +1/+1 counter on this creature.</p> <p>0/0</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Hangarback Walker</b> (X)(X)</p> <p>Artifact Creature -- Construct</p> <p>This creature enters with X +1/+1 counters on it.</p> <p>When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature.</p> <p>{1}, {T}: Put a +1/+1 counter on this creature.</p> <p>0/0</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <p><b>Knight of the White Orchid</b> (W)(W)</p> <p>Creature -- Human Knight</p> <p>First strike</p> <p>When this creature enters, if an opponent controls more lands than you, you may search your library for a Plains card, put it onto the battlefield, then shuffle.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                          | <p><b>Knight of the White Orchid</b> (W)(W)</p> <p>Creature -- Human Knight</p> <p>First strike</p> <p>When this creature enters, if an opponent controls more lands than you, you may search your library for a Plains card, put it onto the battlefield, then shuffle.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                          | <p><b>Knight of the White Orchid</b> (W)(W)</p> <p>Creature -- Human Knight</p> <p>First strike</p> <p>When this creature enters, if an opponent controls more lands than you, you may search your library for a Plains card, put it onto the battlefield, then shuffle.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                             | <p><b>Nissa, Vastwood Seer</b> (2)(G)</p> <p>Legendary Creature -- Elf Scout</p> <p>When Nissa enters, you may search your library for a basic Forest card, reveal it, put it into your hand, then shuffle. Whenever a land you control enters, if you control seven or more lands, exile Nissa, then return her to the battlefield transformed under her owner's control.</p> <p>2/2</p> <p>--- BACK FACE ---</p> <p><b>Nissa, Sage Animist</b></p> <p>Legendary Planeswalker -- Nissa</p> <p>[+1]: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.</p> <p>[-2]: Create Ashaya, the Awoken World, a legendary 4/4 green Elemental creature token.</p> <p>[-7]: Untap up to six target lands. They become 6/6 Elemental creatures. They're still lands.</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

# Playtest cards - Brener - Standard (Standard Daily Swiss)

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.

sheet 4/10 - 8 cards - 2.5 x 3.5 in each

② ⑥

When Nissa enters, you may search your library for a basic Forest card, reveal it, put it into your hand, then shuffle. Whenever a land you control enters, if you control seven or more lands, exile Nissa, then return her to the battlefield transformed under her owner's control.

2/2

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- - - BACK FACE - - -

## Legendary Planeswalker -- Nissa

[+1]: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

[-2]: Create Ashaya, the Awoken World, a legendary 4/4 green Elemental creature token.

[-7]: Untap up to six target lands. They become 6/6 Elemental creatures. They're still lands.

**L 3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

$$(\{T\}: \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

$$(\{T\}: \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Basic Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Basic Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Plains Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

## Enchantment

When this enchantment enters, exile target creature with mana value 3 or less an opponent controls until this enchantment leaves the battlefield. (That creature returns under its owner's control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② w

Enchantment

When this enchantment enters, exile target creature with mana value 3 or less an opponent controls until this enchantment leaves the battlefield. (That creature returns under its owner's control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

① W

When this enchantment enters, exile target creature with mana value 3 or less an opponent controls until this enchantment leaves the battlefield. (That creature returns under its owner's control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, exile target creature an opponent controls until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Choose one --

- \* Target creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)
- \* Destroy target creature with toughness 4 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

{1}{W/B}: This creature becomes a Human Warrior with base power and toughness 3/3.

{2}{W/B}{W/B}: If this creature is a Warrior, it becomes a Human Spirit Warrior with trample and lifelink.

{3}{W/B}{W/B}{W/B}: If this creature is a Spirit, put five +1/+1 counters on it.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

{1}{W/B}: This creature becomes a Human Warrior with base power and toughness 3/3.

{2}{W/B}{W/B}: If this creature is a warrior, it becomes a Human Spirit Warrior with trample and lifelink.

{3}{W/B}{W/B}{W/B}: If this creature is a Spirit, put five +1/+1 counters on it.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

{1}{W/B}: This creature becomes a Human Warrior with base power and toughness 3/3.

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{3}{W/B}{W/B}{W/B}: If this creature is a Spirit, put five +1/+1 counters on it.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.

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| <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                  | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                  | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div>Wingmate Roc<div>3WW</div></div><div>Creature -- Bird</div><div>Flying<br/>Raid -- When this creature enters, if you attacked this turn, create a 3/4 white Bird creature token with flying.<br/>Whenever this creature attacks, you gain 1 life for each attacking creature.</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Wingmate Roc<div>3WW</div></div><div>Creature -- Bird</div><div>Flying<br/>Raid -- When this creature enters, if you attacked this turn, create a 3/4 white Bird creature token with flying.<br/>Whenever this creature attacks, you gain 1 life for each attacking creature.</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wingmate Roc<div>3WW</div></div><div>Creature -- Bird</div><div>Flying<br/>Raid -- When this creature enters, if you attacked this turn, create a 3/4 white Bird creature token with flying.<br/>Whenever this creature attacks, you gain 1 life for each attacking creature.</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                               |

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| <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Yavimaya Coast</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {G} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                       | <div>Yavimaya Coast</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {G} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                       |
| <div>Arashin Cleric</div> <div>1W</div> <div>Creature -- Human Cleric</div> <div>When this creature enters, you gain 3 life.</div> <div>[sideboard]</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                   | <div>Disdainful Stroke</div> <div>1U</div> <div>Instant</div> <div>Counter target spell with mana value 4 or greater.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                         | <div>Disdainful Stroke</div> <div>1U</div> <div>Instant</div> <div>Counter target spell with mana value 4 or greater.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Disdainful Stroke</div> <div>1U</div> <div>Instant</div> <div>Counter target spell with mana value 4 or greater.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |



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| <div> <b>Disdainful Stroke</b> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div>Counter target spell with mana value 4 or greater.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                       | <div> <b>Hangarback Walker</b> <div> <div>X</div> <div>X</div> </div> </div> <div>Artifact Creature -- Construct</div> <div> <p>This creature enters with X +1/+1 counters on it.</p> <p>When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature.</p> <p>{1}, {T}: Put a +1/+1 counter on this creature.</p> </div> <div>[sideboard]</div> <div> <div>0/0</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Mastery of the Unseen</b> <div> <div>1</div> <div>W</div> </div> </div> <div>Enchantment</div> <div> <p>Whenever a permanent you control is turned face up, you gain 1 life for each creature you control.</p> <p>{3}{W}: Manifest the top card of your library. (Put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Mastery of the Unseen</b> <div> <div>1</div> <div>W</div> </div> </div> <div>Enchantment</div> <div> <p>Whenever a permanent you control is turned face up, you gain 1 life for each creature you control.</p> <p>{3}{W}: Manifest the top card of your library. (Put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Silkwrap</b> <div> <div>1</div> <div>W</div> </div> </div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile target creature with mana value 3 or less an opponent controls until this enchantment leaves the battlefield. (That creature returns under its owner's control.)</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Stasis Snare</b> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div>Enchantment</div> <div> <p>Flash (You may cast this spell any time you could cast an instant.)</p> <p>When this enchantment enters, exile target creature an opponent controls until this enchantment leaves the battlefield.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                          | <div> <b>Surge of Righteousness</b> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Destroy target black or red creature that's attacking or blocking. You gain 2 life.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                        | <div> <b>Surge of Righteousness</b> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Destroy target black or red creature that's attacking or blocking. You gain 2 life.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                        |

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| <div> <div> <b>Surge of Righteousness</b> <div> <div>1</div> <div>W</div> </div> </div> <div> Instant </div> <div> Destroy target black or red creature that's attacking or blocking. You gain 2 life. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Valorous Stance</b> <div> <div>1</div> <div>W</div> </div> </div> <div> Instant </div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Target creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)</li> <li>* Destroy target creature with toughness 4 or greater.</li> </ul> </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Valorous Stance</b> <div> <div>1</div> <div>W</div> </div> </div> <div> Instant </div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Target creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)</li> <li>* Destroy target creature with toughness 4 or greater.</li> </ul> </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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Playtest cards - Brener - Standard (Standard Daily Swiss)

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.

sheet 10/10 - 3 cards - 2.5 x 3.5 in each