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| <div> <div>Adeline, Resplendent Cathar</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div> <div>Legendary Creature -- Human Knight</div> <div>Vigilance</div> <div>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.</div> </div> <div> <div>* / 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                             | <div> <div>Adeline, Resplendent Cathar</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div> <div>Legendary Creature -- Human Knight</div> <div>Vigilance</div> <div>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.</div> </div> <div> <div>* / 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                             | <div> <div>Adeline, Resplendent Cathar</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div> <div>Legendary Creature -- Human Knight</div> <div>Vigilance</div> <div>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.</div> </div> <div> <div>* / 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                             | <div> <div>Adeline, Resplendent Cathar</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div> <div>Legendary Creature -- Human Knight</div> <div>Vigilance</div> <div>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.</div> </div> <div> <div>* / 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                             |
| <div> <div>Brutal Cathar</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div> <div>Creature -- Human Soldier Werewolf</div> <div>Whenever this creature enters or transforms into Brutal Cathar, exile target creature an opponent controls until this creature leaves the battlefield.</div> <div>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div> </div> <div> <div>2 / 2</div> <div>----- BACK FACE -----</div> <div> <div>Moonrage Brute</div> <div>Creature -- Werewolf</div> <div>First strike</div> <div>Ward--Pay 3 life.</div> <div>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div> </div> <div> <div>3 / 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div></div> | <div> <div>Brutal Cathar</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div> <div>Creature -- Human Soldier Werewolf</div> <div>Whenever this creature enters or transforms into Brutal Cathar, exile target creature an opponent controls until this creature leaves the battlefield.</div> <div>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div> </div> <div> <div>2 / 2</div> <div>----- BACK FACE -----</div> <div> <div>Moonrage Brute</div> <div>Creature -- Werewolf</div> <div>First strike</div> <div>Ward--Pay 3 life.</div> <div>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div> </div> <div> <div>3 / 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div></div> | <div> <div>Brutal Cathar</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div> <div>Creature -- Human Soldier Werewolf</div> <div>Whenever this creature enters or transforms into Brutal Cathar, exile target creature an opponent controls until this creature leaves the battlefield.</div> <div>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div> </div> <div> <div>2 / 2</div> <div>----- BACK FACE -----</div> <div> <div>Moonrage Brute</div> <div>Creature -- Werewolf</div> <div>First strike</div> <div>Ward--Pay 3 life.</div> <div>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div> </div> <div> <div>3 / 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div></div> | <div> <div>Brutal Cathar</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div> <div>Creature -- Human Soldier Werewolf</div> <div>Whenever this creature enters or transforms into Brutal Cathar, exile target creature an opponent controls until this creature leaves the battlefield.</div> <div>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div> </div> <div> <div>2 / 2</div> <div>----- BACK FACE -----</div> <div> <div>Moonrage Brute</div> <div>Creature -- Werewolf</div> <div>First strike</div> <div>Ward--Pay 3 life.</div> <div>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div> </div> <div> <div>3 / 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div></div> |

## 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

## 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

① ② W

Creature -- Human Soldier

Flash  
{1}, Sacrifice this creature:  
Destroy target artifact or  
enchantment.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

If you control two or more other lands, this land enters tapped.  
{T}: Add {W}.  
{4}{W}: This land becomes a 3/4 white Dragon creature with flying until end of turn. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Creature -- Human Cleric

Flash  
If a nontoken creature would enter  
and it wasn't cast, exile it  
instead.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Creature -- Human Soldier

Each other Human you control gets +1/+0 and has ward {1}. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Creature -- Human Soldier

Each other Human you control gets +1/+0 and has ward {1}. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Creature -- Human Soldier

Each other Human you control gets +1/+0 and has ward {1}. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Each other Human you control gets +1/+0 and has ward {1}. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

As this creature enters, choose another creature you control. Sacrifice this creature: The chosen creature gains indestructible until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

As this creature enters, choose another creature you control. Sacrifice this creature: The chosen creature gains indestructible until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

As this creature enters, choose another creature you control. Sacrifice this creature: The chosen creature gains indestructible until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

As this creature enters, choose another creature you control. Sacrifice this creature: The chosen creature gains indestructible until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{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

① W W

**Lifelink**  
Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)

2/1

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{T}: Add {C}.  
{2}, {T}, Sacrifice this land:  
Destroy target nonbasic land an  
opponent controls. Each player  
searches their library for a basic  
land card, puts it onto the  
battlefield, then shuffles.

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| <b>Hopeful Initiate</b> (W)<br>Creature -- Human Warlock<br>Training (Whenever this creature attacks with another creature with greater power, put a +1/+1 counter on this creature.)<br>{2}{W}, Remove two +1/+1 counters from among creatures you control: Destroy target artifact or enchantment.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Luminarch Aspirant</b> (1)(W)<br>Creature -- Human Cleric<br>At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Luminarch Aspirant</b> (1)(W)<br>Creature -- Human Cleric<br>At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Luminarch Aspirant</b> (1)(W)<br>Creature -- Human Cleric<br>At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Luminarch Aspirant</b> (1)(W)<br>Creature -- Human Cleric<br>At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                         | <b>Mutavault</b><br>Token Land<br>{T}: Add {C}.<br>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev      | <b>Mutavault</b><br>Token Land<br>{T}: Add {C}.<br>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev      | <b>Mutavault</b><br>Token Land<br>{T}: Add {C}.<br>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev      |

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| <div><div>Ossification</div><div><div>1</div><div>W</div></div></div> <div><div>Enchantment -- Aura</div><div>Enchant basic land you control<br/>When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Ossification</div><div><div>1</div><div>W</div></div></div> <div><div>Enchantment -- Aura</div><div>Enchant basic land you control<br/>When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Ossification</div><div><div>1</div><div>W</div></div></div> <div><div>Enchantment -- Aura</div><div>Enchant basic land you control<br/>When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                      | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                      | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                      | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                 |
| <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Portable Hole</div> <div>Artifact</div> <div>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Thalia, Guardian of Thraben</b> (1)(W)<br>Legendary Creature -- Human Soldier<br>First strike<br>Noncreature spells cost {1} more to cast.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                         | <b>Thalia, Guardian of Thraben</b> (1)(W)<br>Legendary Creature -- Human Soldier<br>First strike<br>Noncreature spells cost {1} more to cast.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                         | <b>Thalia, Guardian of Thraben</b> (1)(W)<br>Legendary Creature -- Human Soldier<br>First strike<br>Noncreature spells cost {1} more to cast.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                         | <b>Thalia, Guardian of Thraben</b> (1)(W)<br>Legendary Creature -- Human Soldier<br>First strike<br>Noncreature spells cost {1} more to cast.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                         |
| <b>Thalia's Lieutenant</b> (1)(W)<br>Creature -- Human Soldier<br>When this creature enters, put a +1/+1 counter on each other Human you control.<br>Whenever another Human you control enters, put a +1/+1 counter on this creature.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Thalia's Lieutenant</b> (1)(W)<br>Creature -- Human Soldier<br>When this creature enters, put a +1/+1 counter on each other Human you control.<br>Whenever another Human you control enters, put a +1/+1 counter on this creature.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Thalia's Lieutenant</b> (1)(W)<br>Creature -- Human Soldier<br>When this creature enters, put a +1/+1 counter on each other Human you control.<br>Whenever another Human you control enters, put a +1/+1 counter on this creature.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Thalia's Lieutenant</b> (1)(W)<br>Creature -- Human Soldier<br>When this creature enters, put a +1/+1 counter on each other Human you control.<br>Whenever another Human you control enters, put a +1/+1 counter on this creature.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

W

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

W

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

W

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

W

```
When this creature enters,
investigate. (Create a Clue token.
It's an artifact with "{2},
Sacrifice this token: Draw a card.")
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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Flash  
If a nontoken creature would enter  
and it wasn't cast, exile it  
instead.

[sidebar]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Flash  
If a nontoken creature would enter  
and it wasn't cast, exile it  
instead.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Choose one --

- \* Destroy target creature with toughness 4 or greater.
- \* Destroy target enchantment.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Choose one --

- \* Destroy target creature with toughness 4 or greater.
- \* Destroy target enchantment.

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[sideboard]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Giant Killer</div><div>W</div></div><div>Creature -- Human Peasant</div><div>{1}{W}, {T}: Tap target creature.</div><div>[sideboard]</div><div>1/2</div><div>----- ADVENTURE -----</div><div><div>Chop Down</div><div>2W</div></div><div>Instant -- Adventure</div><div>Destroy target creature with power 4 or greater. (Then exile this card. You may cast the creature later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Giant Killer</div><div>W</div></div><div>Creature -- Human Peasant</div><div>{1}{W}, {T}: Tap target creature.</div><div>[sideboard]</div><div>1/2</div><div>----- ADVENTURE -----</div><div><div>Chop Down</div><div>2W</div></div><div>Instant -- Adventure</div><div>Destroy target creature with power 4 or greater. (Then exile this card. You may cast the creature later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Portable Hole</div><div>W</div></div><div>Artifact</div><div>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Portable Hole</div><div>W</div></div><div>Artifact</div><div>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          |
| <div><div><div>Rest in Peace</div><div>1W</div></div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                             | <div><div><div>Rest in Peace</div><div>1W</div></div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                             | <div><div><div>Rest in Peace</div><div>1W</div></div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div><div>Soul Partition</div><div>1W</div></div><div>Instant</div><div>Exile target nonland permanent. For as long as that card remains exiled, its owner may play it. A spell cast by an opponent this way costs {2} more to cast.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

Wedding Announcement

2W

Enchantment

At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it.

[sideboard]

Wedding Festivity

Enchantment

Creatures you control get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev

Wedding Announcement

2W

Enchantment

At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it.

[sideboard]

Wedding Festivity

Enchantment

Creatures you control get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev

Wedding Announcement

2W

Enchantment

At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it.

[sideboard]

Wedding Festivity

Enchantment

Creatures you control get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev

Playtest cards - JayMartin - Pioneer (ANZ Super Series Cycle 7 Regional Championships - Sy

sheet 10/10 - 3 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.