Adarkar Wastes

Land

{T}: Add {C}.
{T}: Add {W} or {U}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Adarkar Wastes

Land

{T}: Add {C}.
{T}: Add {W} or {U}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Adarkar Wastes

Land

{T}: Add {C}.
{T}: Add {W} or {U}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Adarkar Wastes

Land

{T}: Add {C}.
{T}: Add {W} or {U}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Annex Sentry {2}{W}

Artifact Creature -- Phyrexian Cleric

Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)
When this creature enters, exile target artifact or creature an opponent controls with mana value 3 or less until this creature leaves the battlefield.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Annex Sentry {2}{W}

Artifact Creature -- Phyrexian Cleric

Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)
When this creature enters, exile target artifact or creature an opponent controls with mana value 3 or less until this creature leaves the battlefield.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bring the Ending {1}{U}

Instant

Counter target spell unless its controller pays {2}.
Corrupted -- Counter that spell instead if its controller has three or more poison counters.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bring the Ending {1}{U}

Instant

Counter target spell unless its controller pays {2}.
Corrupted -- Counter that spell instead if its controller has three or more poison counters.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - SouthrnMagic - Standard (Standard League) sheet 1/10 - 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.

Bring the Ending {1}{U}

Instant

Counter target spell unless its controller pays {2}.
Corrupted -- Counter that spell instead if its controller has three or more poison counters.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Charge of the Mites {2}{W}

Instant

Choose one --
* Charge of the Mites deals damage equal to the number of creatures you control to target creature or planeswalker.
* Create two 1/1 colorless Phyrexian Mite artifact creature tokens with toxic 1 and "This token can't block." (Players dealt combat damage by them also get a poison counter.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crawling Chorus {W}

Creature -- Phyrexian Horror

Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)
When this creature dies, create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block."

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crawling Chorus {W}

Creature -- Phyrexian Horror

Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)
When this creature dies, create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block."

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crawling Chorus {W}

Creature -- Phyrexian Horror

Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)
When this creature dies, create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block."

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Experimental Augury {1}{U}

Instant

Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.
Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Experimental Augury {1}{U}

Instant

Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.
Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Experimental Augury {1}{U}

Instant

Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.
Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

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.

Fading Hope {U}

Instant

Return target creature to its owner's hand. If its mana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fading Hope {U}

Instant

Return target creature to its owner's hand. If its mana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fading Hope {U}

Instant

Return target creature to its owner's hand. If its mana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jawbone Duelist {1}{W}

Creature -- Phyrexian Soldier

Double strike
Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jawbone Duelist {1}{W}

Creature -- Phyrexian Soldier

Double strike
Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jawbone Duelist {1}{W}

Creature -- Phyrexian Soldier

Double strike
Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jawbone Duelist {1}{W}

Creature -- Phyrexian Soldier

Double strike
Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)

1/1

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.

Lush Portico

Land -- Forest Plains

({T}: Add {G} or {W}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

March of Swirling Mist (X)(U)

Instant

As an additional cost to cast this spell, you may exile any number of blue cards from your hand. This spell costs {2} less to cast for each card exiled this way.
Up to X target creatures phase out. (While they're phased out, they're treated as though they don't exist. Each one phases in before its controller untaps during their next untap step.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

March of Swirling Mist (X)(U)

Instant

As an additional cost to cast this spell, you may exile any number of blue cards from your hand. This spell costs {2} less to cast for each card exiled this way.
Up to X target creatures phase out. (While they're phased out, they're treated as though they don't exist. Each one phases in before its controller untaps during their next untap step.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

March of Swirling Mist (X)(U)

Instant

As an additional cost to cast this spell, you may exile any number of blue cards from your hand. This spell costs {2} less to cast for each card exiled this way.
Up to X target creatures phase out. (While they're phased out, they're treated as though they don't exist. Each one phases in before its controller untaps during their next untap step.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

March of Swirling Mist (X)(U)

Instant

As an additional cost to cast this spell, you may exile any number of blue cards from your hand. This spell costs {2} less to cast for each card exiled this way.
Up to X target creatures phase out. (While they're phased out, they're treated as though they don't exist. Each one phases in before its controller untaps during their next untap step.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mirrex

Land -- Sphere

{T}: Add {C}.
{T}: Add one mana of any color. Activate only if this land entered this turn.
{3}, {T}: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." (Players dealt combat damage by it also get a poison counter.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mirrex

Land -- Sphere

{T}: Add {C}.
{T}: Add one mana of any color. Activate only if this land entered this turn.
{3}, {T}: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." (Players dealt combat damage by it also get a poison counter.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Otawara, Soaring City

Legendary Land

{T}: Add {U}.
Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.

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.

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Razorverge Thicket

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Razorverge Thicket

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Razorverge Thicket

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seachrome Coast

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seachrome Coast

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seachrome Coast

Land

This land enters tapped unless you control two or fewer other lands.
{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.

Serum Snare {1}{U}

Instant

Return target nonland permanent to its owner's hand. If that permanent had mana value 3 or less, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Serum Snare {1}{U}

Instant

Return target nonland permanent to its owner's hand. If that permanent had mana value 3 or less, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Serum Snare {1}{U}

Instant

Return target nonland permanent to its owner's hand. If that permanent had mana value 3 or less, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Serum Snare {1}{U}

Instant

Return target nonland permanent to its owner's hand. If that permanent had mana value 3 or less, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skrelv, Defector Mite {W}

Legendary Artifact Creature -- Phyrexian Mite

Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)
Skrelv can't block.
{W/P}, {T}: Choose a color. Another target creature you control gains toxic 1 and hexproof from that color until end of turn. It can't be blocked by creatures of that color this turn. ({W/P} can be paid with either {W} or 2 life.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skrelv, Defector Mite {W}

Legendary Artifact Creature -- Phyrexian Mite

Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)
Skrelv can't block.
{W/P}, {T}: Choose a color. Another target creature you control gains toxic 1 and hexproof from that color until end of turn. It can't be blocked by creatures of that color this turn. ({W/P} can be paid with either {W} or 2 life.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skrelv, Defector Mite {W}

Legendary Artifact Creature -- Phyrexian Mite

Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)
Skrelv can't block.
{W/P}, {T}: Choose a color. Another target creature you control gains toxic 1 and hexproof from that color until end of turn. It can't be blocked by creatures of that color this turn. ({W/P} can be paid with either {W} or 2 life.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skrelv's Hive {1}{W}

Enchantment

At the beginning of your upkeep, you lose 1 life and create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block."
Corrupted -- As long as an opponent has three or more poison counters, creatures you control with toxic have lifelink.

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.

Skrelv's Hive {1}{W}

Enchantment

At the beginning of your upkeep, you lose 1 life and create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block."
Corrupted -- As long as an opponent has three or more poison counters, creatures you control with toxic have lifelink.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skrelv's Hive {1}{W}

Enchantment

At the beginning of your upkeep, you lose 1 life and create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block."
Corrupted -- As long as an opponent has three or more poison counters, creatures you control with toxic have lifelink.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Seedcore

Land -- Sphere

{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast Phyrexian creature spells.
Corrupted -- {T}: Target 1/1 creature gets +2/+1 until end of turn. Activate only if an opponent has three or more poison counters.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Seedcore

Land -- Sphere

{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast Phyrexian creature spells.
Corrupted -- {T}: Target 1/1 creature gets +2/+1 until end of turn. Activate only if an opponent has three or more poison counters.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Seedcore

Land -- Sphere

{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast Phyrexian creature spells.
Corrupted -- {T}: Target 1/1 creature gets +2/+1 until end of turn. Activate only if an opponent has three or more poison counters.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Seedcore

Land -- Sphere

{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast Phyrexian creature spells.
Corrupted -- {T}: Target 1/1 creature gets +2/+1 until end of turn. Activate only if an opponent has three or more poison counters.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Venerated Rotpriest {G}

Creature -- Phyrexian Druid

Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)
Whenever a creature you control becomes the target of a spell, target opponent gets a poison counter.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Venerated Rotpriest {G}

Creature -- Phyrexian Druid

Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)
Whenever a creature you control becomes the target of a spell, target opponent gets a poison counter.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - SouthrnMagic - Standard (Standard League) 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.

Venerated Rotpriest (G)

Creature -- Phyrexian Druid

Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)
Whenever a creature you control becomes the target of a spell, target opponent gets a poison counter.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Venerated Rotpriest (G)

Creature -- Phyrexian Druid

Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)
Whenever a creature you control becomes the target of a spell, target opponent gets a poison counter.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yavimaya Coast

Land

{T}: Add {C}.
{T}: Add {G} or {U}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yavimaya Coast

Land

{T}: Add {C}.
{T}: Add {G} or {U}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Destroy Evil (1)(W)

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Destroy Evil (1)(W)

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Destroy Evil (1)(W)

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Doorkeeper Thrull (1)(W)

Creature -- Thrull

Flash
Flying
Artifacts and creatures entering don't cause abilities to trigger.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - SouthrnMagic - Standard (Standard League) 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.

Expel the Interlopers {3}{W}{W}

Sorcery

Choose a number between 0 and 10. Destroy all creatures with power greater than or equal to the chosen number.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Knockout Blow {2}{W}

Instant

This spell costs {2} less to cast if it targets a red creature.
Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Knockout Blow {2}{W}

Instant

This spell costs {2} less to cast if it targets a red creature.
Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Knockout Blow {2}{W}

Instant

This spell costs {2} less to cast if it targets a red creature.
Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Knockout Blow {2}{W}

Instant

This spell costs {2} less to cast if it targets a red creature.
Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kutzil's Flanker {2}{W}

Creature -- Cat Warrior

Flash
When this creature enters, choose one --
* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.
* You gain 2 life and scry 2.
* Exile target player's graveyard.

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kutzil's Flanker {2}{W}

Creature -- Cat Warrior

Flash
When this creature enters, choose one --
* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.
* You gain 2 life and scry 2.
* Exile target player's graveyard.

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Negate {1}{U}

Instant

Counter target noncreature spell.

[sideboard]

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.

Negate {1}{U}

Instant

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tocasia's Welcome {2}{W}

Enchantment

Whenever one or more creatures you control with mana value 3 or less enter, draw a card. This ability triggers only once each turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tocasia's Welcome {2}{W}

Enchantment

Whenever one or more creatures you control with mana value 3 or less enter, draw a card. This ability triggers only once each turn.

[sideboard]

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.