

## 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

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## Cavern of Souls

Land

As this land enters, choose a creature type.  
 {T}: Add {C}.  
 {T}: Add one mana of any color.  
 Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

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## Cavern of Souls

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As this land enters, choose a creature type.  
{T}: Add {C}.  
{T}: Add one mana of any color.  
Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

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## Eiganjo, Seat of the Empire

## Legendary Land

{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.

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{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.

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## Fortified Beachhead

Land

As this land enters, you may reveal a Soldier card from your hand. This land enters tapped unless you revealed a Soldier card this way or you control a Soldier.

{T}: Add {W} or {U}.

{5}, {T}: Soldiers you control get +1/+1 until end of turn.

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As this land enters, you may reveal a Soldier card from your hand. This land enters tapped unless you revealed a Soldier card this way or you control a Soldier.

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{T}: Add {W} or {U}.

{5}, {T}: Soldiers you control get +1/+1 until end of turn.

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## Get Lost

①②

Instant

Destroy target creature, enchantment, or planeswalker. Its controller creates two map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explodes. Activate only as a sorcery.")

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## Get Lost

① ② W

Instant

Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Harbin, Vanguard Aviator (W)(U)

W U

Legendary Creature -- Human Soldier

**Flying**  
Whenever you attack with five or more Soldiers, creatures you control get +1/+1 and gain flying until end of turn.

3/2

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## Harbin, Vanguard Aviator (W)(U)

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| <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                 | <div>Knight-Errant of Eos 4W</div> <div>Creature -- Human Knight</div> <div>Convoke<br/>When this creature enters, look at the top six cards of your library. You may reveal up to two creature cards with mana value X or less from among them, where X is the number of creatures that convoked this creature. Put the revealed cards into your hand, then shuffle.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                           | <div>Knight-Errant of Eos 4W</div> <div>Creature -- Human Knight</div> <div>Convoke<br/>When this creature enters, look at the top six cards of your library. You may reveal up to two creature cards with mana value X or less from among them, where X is the number of creatures that convoked this creature. Put the revealed cards into your hand, then shuffle.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                           | <div>Knight-Errant of Eos 4W</div> <div>Creature -- Human Knight</div> <div>Convoke<br/>When this creature enters, look at the top six cards of your library. You may reveal up to two creature cards with mana value X or less from among them, where X is the number of creatures that convoked this creature. Put the revealed cards into your hand, then shuffle.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                           |
| <div>Knight-Errant of Eos 4W</div> <div>Creature -- Human Knight</div> <div>Convoke<br/>When this creature enters, look at the top six cards of your library. You may reveal up to two creature cards with mana value X or less from among them, where X is the number of creatures that convoked this creature. Put the revealed cards into your hand, then shuffle.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Lunarch Veteran W</div> <div>Creature -- Human Cleric</div> <div>Whenever another creature you control enters, you gain 1 life.<br/>Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)</div> <div>1/1</div> <div>----- BACK FACE -----</div> <div>Luminous Phantom</div> <div>Creature -- Spirit Cleric</div> <div>Flying<br/>Whenever another creature you control leaves the battlefield, you gain 1 life. If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Lunarch Veteran W</div> <div>Creature -- Human Cleric</div> <div>Whenever another creature you control enters, you gain 1 life.<br/>Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)</div> <div>1/1</div> <div>----- BACK FACE -----</div> <div>Luminous Phantom</div> <div>Creature -- Spirit Cleric</div> <div>Flying<br/>Whenever another creature you control leaves the battlefield, you gain 1 life. If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Lunarch Veteran W</div> <div>Creature -- Human Cleric</div> <div>Whenever another creature you control enters, you gain 1 life.<br/>Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)</div> <div>1/1</div> <div>----- BACK FACE -----</div> <div>Luminous Phantom</div> <div>Creature -- Spirit Cleric</div> <div>Flying<br/>Whenever another creature you control leaves the battlefield, you gain 1 life. If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

Playtest cards - ThaisM - Standard (Standard Challenge 32)

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 3/10 - 8 cards - 2.5 x 3.5 in each

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| <div>Lunarch Veteran<div>W</div><div>Creature -- Human Cleric</div><div>Whenever another creature you control enters, you gain 1 life.<br/>Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)</div><div>1/1</div><div>----- BACK FACE -----</div><div>Luminous Phantom</div><div>Creature -- Spirit Cleric</div><div>Flying<br/>Whenever another creature you control leaves the battlefield, you gain 1 life.<br/>If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Make Disappear<div>1U</div><div>Instant</div><div>Casualty 1 (As you cast this spell, you may sacrifice a creature with power 1 or greater. When you do, copy this spell and you may choose a new target for the copy.)<br/>Counter target spell unless its controller pays {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                 | <div>Make Disappear<div>1U</div><div>Instant</div><div>Casualty 1 (As you cast this spell, you may sacrifice a creature with power 1 or greater. When you do, copy this spell and you may choose a new target for the copy.)<br/>Counter target spell unless its controller pays {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                 | <div>Make Disappear<div>1U</div><div>Instant</div><div>Casualty 1 (As you cast this spell, you may sacrifice a creature with power 1 or greater. When you do, copy this spell and you may choose a new target for the copy.)<br/>Counter target spell unless its controller pays {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   |
| <div>Mirrex</div> <div>Land -- Sphere</div> <div>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Activate only if this land entered this turn.<br/>{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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                          | <div>Mirrex</div> <div>Land -- Sphere</div> <div>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Activate only if this land entered this turn.<br/>{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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mirrex</div> <div>Land -- Sphere</div> <div>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Activate only if this land entered this turn.<br/>{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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Otawara, Soaring City</div> <div>Legendary Land</div> <div>{T}: Add {U}.<br/>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Otawara, Soaring City</b><br><hr/> Legendary Land<br><hr/> <p>{T}: Add {U}.<br/>           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.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>           | <b>Plains</b><br><hr/> Basic Land -- Plains<br><hr/> <p>({T}: Add {W}.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                            | <b>Plains</b><br><hr/> Basic Land -- Plains<br><hr/> <p>({T}: Add {W}.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                       | <b>Plains</b><br><hr/> Basic Land -- Plains<br><hr/> <p>({T}: Add {W}.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                       |
| <b>Recruitment Officer</b> (W)<br><hr/> Creature -- Human Soldier<br><hr/> <p>{3}{W}: Look at the top four cards of your library. You may reveal a creature card with mana value 3 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Recruitment Officer</b> (W)<br><hr/> Creature -- Human Soldier<br><hr/> <p>{3}{W}: Look at the top four cards of your library. You may reveal a creature card with mana value 3 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Resolute Reinforcements</b> (1)(W)<br><hr/> Creature -- Human Soldier<br><hr/> <p>Flash (You may cast this spell any time you could cast an instant.) When this creature enters, create a 1/1 white Soldier creature token.</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Resolute Reinforcements</b> (1)(W)<br><hr/> Creature -- Human Soldier<br><hr/> <p>Flash (You may cast this spell any time you could cast an instant.) When this creature enters, create a 1/1 white Soldier creature token.</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Resolute Reinforcements</b> ①②W<br>Creature -- Human Soldier<br>Flash (You may cast this spell any time you could cast an instant.)<br>When this creature enters, create a 1/1 white Soldier creature token.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Resolute Reinforcements</b> ①②W<br>Creature -- Human Soldier<br>Flash (You may cast this spell any time you could cast an instant.)<br>When this creature enters, create a 1/1 white Soldier creature token.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Seachrome Coast</b><br>Land<br>This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {W} or {U}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Seachrome Coast</b><br>Land<br>This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {W} or {U}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                              |
| <b>Seachrome Coast</b><br>Land<br>This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {W} or {U}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                 | <b>Seachrome Coast</b><br>Land<br>This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {W} or {U}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                 | <b>Spell Pierce</b> ②U<br>Instant<br>Counter target noncreature spell unless its controller pays {2}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                          | <b>Tishana's Tidebinder</b> ②②U<br>Creature -- Merfolk Wizard<br>Flash<br>When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <p><b>Tishana's Tidebinder</b> (2)(U)</p> <p>Creature -- Merfolk Wizard</p> <p>Flash<br/>When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                               | <p><b>Tishana's Tidebinder</b> (2)(U)</p> <p>Creature -- Merfolk Wizard</p> <p>Flash<br/>When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                               | <p><b>Warden of the Inner Sky</b> (W)</p> <p>Creature -- Human Soldier</p> <p>As long as this creature has three or more counters on it, it has flying and vigilance.<br/>Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on this creature. Scry 1.<br/>Activate only as a sorcery.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                        | <p><b>Warden of the Inner Sky</b> (W)</p> <p>Creature -- Human Soldier</p> <p>As long as this creature has three or more counters on it, it has flying and vigilance.<br/>Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on this creature. Scry 1.<br/>Activate only as a sorcery.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                        |
| <p><b>Wedding Announcement</b> (2)(W)</p> <p>Enchantment</p> <p>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.</p> <p>----- BACK FACE -----</p> <p><b>Wedding Festivity</b></p> <p>Enchantment</p> <p>Creatures you control get +1/+1.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Wedding Announcement</b> (2)(W)</p> <p>Enchantment</p> <p>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.</p> <p>----- BACK FACE -----</p> <p><b>Wedding Festivity</b></p> <p>Enchantment</p> <p>Creatures you control get +1/+1.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Wedding Announcement</b> (2)(W)</p> <p>Enchantment</p> <p>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.</p> <p>----- BACK FACE -----</p> <p><b>Wedding Festivity</b></p> <p>Enchantment</p> <p>Creatures you control get +1/+1.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Wedding Announcement</b> (2)(W)</p> <p>Enchantment</p> <p>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.</p> <p>----- BACK FACE -----</p> <p><b>Wedding Festivity</b></p> <p>Enchantment</p> <p>Creatures you control get +1/+1.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

Playtest cards - ThaisM - Standard (Standard Challenge 32)

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

① ②

Flash  
Flying  
When this creature enters, return up to one other target creature you control to its owner's hand. If it was a Soldier, put a +1/+1 counter on this creature.

2/1

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① ②

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

① W W

Flash  
Flying  
When this creature enters, exile  
target spell. It becomes plotted.  
(Its owner may cast it as a sorcery  
on a later turn without paying its  
mana cost.)  
Spells your opponents cast from  
graveyards or from exile cost {2}  
more to cast.

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

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[sidebar]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.

[sidebar]

**D 3**

- - - BACK FACE - - -

## Enchantment

At the beginning of your end step, put a +1/+1 counter on each creature that attacked this turn. Sacrifice this enchantment: Creatures you control gain hexproof and indestructible until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②W

(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.

[sideboard]

D 3

- - - BACK FACE - - -

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| <div> <div>Kutzil's Flanker</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Cat Warrior</div> <div>Flash</div> <div>When this creature enters, choose one --</div> <div>* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.</div> <div>* You gain 2 life and scry 2.</div> <div>* Exile target player's graveyard.</div> <div>[sideboard]</div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Kutzil's Flanker</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Cat Warrior</div> <div>Flash</div> <div>When this creature enters, choose one --</div> <div>* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.</div> <div>* You gain 2 life and scry 2.</div> <div>* Exile target player's graveyard.</div> <div>[sideboard]</div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Lantern Flare</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div>Cleave {X}{R}{W} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)</div> <div>Lantern Flare deals X damage to target creature or planeswalker and you gain X life. [X is the number of creatures you control.]</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                               | <div> <div>Lantern Flare</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div>Cleave {X}{R}{W} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)</div> <div>Lantern Flare deals X damage to target creature or planeswalker and you gain X life. [X is the number of creatures you control.]</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Loran of the Third Path</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Human Artificer</div> <div>Vigilance</div> <div>When Loran enters, destroy up to one target artifact or enchantment.</div> <div>{T}: You and target opponent each draw a card.</div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                     | <div> <div>Loran of the Third Path</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Human Artificer</div> <div>Vigilance</div> <div>When Loran enters, destroy up to one target artifact or enchantment.</div> <div>{T}: You and target opponent each draw a card.</div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                     | <div> <div>The Wandering Emperor</div> <div> <div>2</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Legendary Planeswalker</div> <div>Flash</div> <div>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.</div> <div>[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.</div> <div>[-1]: Create a 2/2 white Samurai creature token with vigilance.</div> <div>[-2]: Exile target tapped creature. You gain 2 life.</div> <div>[sideboard]</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Tocasia's Welcome</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div>Whenever one or more creatures you control with mana value 3 or less enter, draw a card. This ability triggers only once each turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                 |

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| <div> <div>Tocasias's Welcome</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> Whenever one or more creatures you control with mana value 3 or less enter, draw a card. This ability triggers only once each turn. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Vanquish the Horde</div> <div> <div>6</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Sorcery</div> <div> This spell costs {1} less to cast for each creature on the battlefield.<br/> Destroy all creatures. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Vanquish the Horde</div> <div> <div>6</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Sorcery</div> <div> This spell costs {1} less to cast for each creature on the battlefield.<br/> Destroy all creatures. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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