

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}.
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Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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Legendary Creature -- Human Soldier

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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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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 2/10 - 8 cards - 2.5 x 3.5 in each

<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 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 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 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>
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<div><div>Lunarch Veteran</div><div>W</div></div> <div><div>Creature -- Human Cleric</div><div>Whenever another creature you control enters, you gain 1 life. 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><div>Luminous Phantom</div><div>Creature -- Spirit Cleric</div><div>Flying 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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Make Disappear</div><div>1U</div></div> <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.) Counter target spell unless its controller pays {2}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Make Disappear</div><div>1U</div></div> <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.) Counter target spell unless its controller pays {2}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Make Disappear</div><div>1U</div></div> <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.) Counter target spell unless its controller pays {2}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Mirrex</div></div> <div><div>Land -- Sphere</div><div>{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.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Mirrex</div></div> <div><div>Land -- Sphere</div><div>{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.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Mirrex</div></div> <div><div>Land -- Sphere</div><div>{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.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Otawara, Soaring City</div></div> <div><div>Legendary Land</div><div>{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.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

Legendary Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Human Soldier

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Human Soldier

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Human Soldier

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Human Soldier

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Resolute Reinforcements ①②W Creature -- Human Soldier 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. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Resolute Reinforcements ①②W Creature -- Human Soldier 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. <div>1/1</div> 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	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	Spell Pierce ②U Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tishana's Tidebinder ②②U Creature -- Merfolk Wizard Flash 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.) <div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> Tishana's Tidebinder 2 U </div> <div> Creature -- Merfolk Wizard </div> <div> <p>Flash</p> <p>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> </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div>	<div> Tishana's Tidebinder 2 U </div> <div> Creature -- Merfolk Wizard </div> <div> <p>Flash</p> <p>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> </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div>	<div> Warden of the Inner Sky W </div> <div> Creature -- Human Soldier </div> <div> <p>As long as this creature has three or more counters on it, it has flying and vigilance.</p> <p>Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on this creature. Scry 1.</p> <p>Activate only as a sorcery.</p> </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div>	<div> Warden of the Inner Sky W </div> <div> Creature -- Human Soldier </div> <div> <p>As long as this creature has three or more counters on it, it has flying and vigilance.</p> <p>Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on this creature. Scry 1.</p> <p>Activate only as a sorcery.</p> </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div>
<div> Wedding Announcement 2 W </div> <div> Enchantment </div> <div> <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> </div> <div> <div>BACK FACE</div> </div> <div> Wedding Festivity </div> <div> Enchantment </div> <div> <p>Creatures you control get +1/+1.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Wedding Announcement 2 W </div> <div> Enchantment </div> <div> <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> </div> <div> <div>BACK FACE</div> </div> <div> Wedding Festivity </div> <div> Enchantment </div> <div> <p>Creatures you control get +1/+1.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Wedding Announcement 2 W </div> <div> Enchantment </div> <div> <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> </div> <div> <div>BACK FACE</div> </div> <div> Wedding Festivity </div> <div> Enchantment </div> <div> <p>Creatures you control get +1/+1.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Wedding Announcement 2 W </div> <div> Enchantment </div> <div> <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> </div> <div> <div>BACK FACE</div> </div> <div> Wedding Festivity </div> <div> Enchantment </div> <div> <p>Creatures you control get +1/+1.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div> <div>Zephyr Sentinel</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Soldier</div> <div>Flash</div> <div>Flying</div> <div>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.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Zephyr Sentinel</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Soldier</div> <div>Flash</div> <div>Flying</div> <div>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.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Zephyr Sentinel</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Soldier</div> <div>Flash</div> <div>Flying</div> <div>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.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Zephyr Sentinel</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Soldier</div> <div>Flash</div> <div>Flying</div> <div>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.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Aven Interrupter</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Bird Rogue</div> <div>Flash</div> <div>Flying</div> <div>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.)</div> <div>Spells your opponents cast from graveyards or from exile cost {2} more to cast.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Aven Interrupter</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Bird Rogue</div> <div>Flash</div> <div>Flying</div> <div>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.)</div> <div>Spells your opponents cast from graveyards or from exile cost {2} more to cast.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Elspeth's Smite</div> <div> <div>W</div> </div> </div> <div> <div>Instant</div> <div>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Invasion of Gobakhan</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Battle -- Siege</div> <div>(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.)</div> <div>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.</div> <div>[sideboard]</div> <div>D 3</div> <div>----- BACK FACE -----</div> <div> <div>Lightshield Array</div> <div>Enchantment</div> <div>At the beginning of your end step, put a +1/+1 counter on each creature that attacked this turn.</div> <div>Sacrifice this enchantment: Creatures you control gain hexproof and indestructible until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>

Playtest cards - ThaisM - Standard (Standard Challenge 32)

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

<div> <div>Invasion of Gobakhan</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Battle -- Siege</div> <div> <div>(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.)</div> <div>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.</div> <div>[sideboard]</div> <div> <div>D</div> <div>3</div> </div> <div>-----</div> <div> <div>BACK FACE</div> <div>----</div> </div> <div>Lightshield Array</div> <div> <div>Enchantment</div> <div>At the beginning of your end step, put a +1/+1 counter on each creature that attacked this turn.</div> <div>Sacrifice this enchantment: Creatures you control gain hexproof and indestructible until end of turn.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div>Knockout Blow</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div>This spell costs {2} less to cast if it targets a red creature.</div> <div>Knockout Blow deals 4 damage to target attacking or blocking creature and 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>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> <div>3/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> <div>3/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> <div>L</div> <div>3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> <div>L</div> <div>3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </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 9/10 - 8 cards - 2.5 x 3.5 in each

<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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.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> <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. Destroy all creatures. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	
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