

<div> Aven Interrupter <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> Creature -- Bird Rogue </div> <div> 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. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Aven Interrupter <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> Creature -- Bird Rogue </div> <div> 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. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Aven Interrupter <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> Creature -- Bird Rogue </div> <div> 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. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Aven Interrupter <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> Creature -- Bird Rogue </div> <div> 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. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Brazen Borrower <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div> Creature -- Faerie Rogue </div> <div> Flash Flying This creature can block only creatures with flying. </div> <div> <div>3/1</div> </div> <div> ----- ADVENTURE ----- </div> <div> Petty Theft <div> <div>1</div> <div>U</div> </div> </div> <div> Instant -- Adventure </div> <div> Return target nonland permanent an opponent controls to its owner's hand. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Castle Ardenvale </div> <div> Land </div> <div> This land enters tapped unless you control a Plains. {T}: Add {W}. {2}{W}{W}, {T}: Create a 1/1 white Human creature token. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Castle Vantress </div> <div> Land </div> <div> This land enters tapped unless you control an Island. {T}: Add {U}. {2}{U}{U}, {T}: Scry 2. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Containment Priest <div> <div>1</div> <div>W</div> </div> </div> <div> Creature -- Human Cleric </div> <div> Flash If a nontoken creature would enter and it wasn't cast, exile it instead. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

Playtest cards - perez - Pioneer (Pioneer Challenge 64)

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 1/10 - 8 cards - 2.5 x 3.5 in each

Errant and Giada (1)(W)(U) Legendary Creature -- Human Angel Flash Flying You may look at the top card of your library any time. You may cast spells with flash or flying from the top of your library. <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faerie Mastermind (1)(U) Creature -- Faerie Rogue Flash Flying Whenever an opponent draws their second card each turn, you draw a card. {3}{U}: Each player draws a card. <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faerie Mastermind (1)(U) Creature -- Faerie Rogue Flash Flying Whenever an opponent draws their second card each turn, you draw a card. {3}{U}: Each player draws a card. <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faerie Mastermind (1)(U) Creature -- Faerie Rogue Flash Flying Whenever an opponent draws their second card each turn, you draw a card. {3}{U}: Each player draws a card. <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Faerie Mastermind (1)(U) Creature -- Faerie Rogue Flash Flying Whenever an opponent draws their second card each turn, you draw a card. {3}{U}: Each player draws a card. <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Field of Ruin Land {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.	Field of Ruin Land {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.	Geier Reach Sanitarium Legendary Land {T}: Add {C}. {2}, {T}: Each player draws a card, then discards a card.

<div> <div>Get Lost</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <p>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.")</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Get Lost</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <p>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.")</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Get Lost</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <p>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.")</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Hall of Storm Giants</div> </div> <div> <div>Land</div> <div> <p>If you control two or more other lands, this land enters tapped. {T}: Add {U}. {5}{U}: Until end of turn, this land becomes a 7/7 blue Giant creature with ward {3}. It's still a land. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Hallowed Fountain</div> </div> <div> <div>Land -- Plains Island</div> <div> <p>{T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Hallowed Fountain</div> </div> <div> <div>Land -- Plains Island</div> <div> <p>{T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Hallowed Fountain</div> </div> <div> <div>Land -- Plains Island</div> <div> <p>{T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Hallowed Fountain</div> </div> <div> <div>Land -- Plains Island</div> <div> <p>{T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Jwari Disruption1U</div> <div>Instant</div> <div>Counter target spell unless its controller pays {1}.</div> <div>----- BACK FACE -----</div> <div>Jwari Ruins</div> <div>Land</div> <div>This land enters tapped. {T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Malcolm, Alluring Scoundrel1U</div> <div>Legendary Creature -- Siren Pirate</div> <div>Flash Flying Whenever Malcolm deals combat damage to a player, put a chorus counter on it. Draw a card, then discard a card. If there are four or more chorus counters on Malcolm, you may cast the discarded card without paying its mana cost.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Malcolm, Alluring Scoundrel1U</div> <div>Legendary Creature -- Siren Pirate</div> <div>Flash Flying Whenever Malcolm deals combat damage to a player, put a chorus counter on it. Draw a card, then discard a card. If there are four or more chorus counters on Malcolm, you may cast the discarded card without paying its mana cost.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Malcolm, Alluring Scoundrel1U</div> <div>Legendary Creature -- Siren Pirate</div> <div>Flash Flying Whenever Malcolm deals combat damage to a player, put a chorus counter on it. Draw a card, then discard a card. If there are four or more chorus counters on Malcolm, you may cast the discarded card without paying its mana cost.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Malcolm, Alluring Scoundrel1U</div> <div>Legendary Creature -- Siren Pirate</div> <div>Flash Flying Whenever Malcolm deals combat damage to a player, put a chorus counter on it. Draw a card, then discard a card. If there are four or more chorus counters on Malcolm, you may cast the discarded card without paying its mana cost.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>No More LiesWU</div> <div>Instant</div> <div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> <div>No More Lies</div> <div> <div>W</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>No More Lies</div> <div> <div>W</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>No More Lies</div> <div> <div>W</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</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>
<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>Reckoner Bankbuster</div> <div>2</div> </div> <div> <div>Artifact -- Vehicle</div> <div>This Vehicle enters with three charge counters on it. {2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater." Crew 3</div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Restless Anchorage</div> </div> <div> <div>Land</div> <div>This land enters tapped. {T}: Add {W} or {U}. {1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land. Whenever this land attacks, create a Map token.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

Restless Anchorage Land This land enters tapped. {T}: Add {W} or {U}. {1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land. Whenever this land attacks, create a Map token. <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Spell Queller 1WU Creature -- Spirit Flash Flying When this creature enters, exile target spell with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost. <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Spell Queller 1WU Creature -- Spirit Flash Flying When this creature enters, exile target spell with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost. <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Spell Queller 1WU Creature -- Spirit Flash Flying When this creature enters, exile target spell with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost. <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Spell Queller 1WU Creature -- Spirit Flash Flying When this creature enters, exile target spell with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost. <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Sunken Citadel Land -- Cave This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color. {T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources. <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Sunken Citadel Land -- Cave This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color. {T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources. <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	The Wandering Emperor 2WW Legendary Planeswalker Flash As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant. [+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn. [-1]: Create a 2/2 white Samurai creature token with vigilance. [-2]: Exile target tapped creature. You gain 2 life. <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Playtest cards - perez - Pioneer (Pioneer Challenge 64)

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

<div> The Wandering Emperor 2WW </div> <div> Legendary Planeswalker </div> <div> Flash As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant. [+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn. [-1]: Create a 2/2 white Samurai creature token with vigilance. [-2]: Exile target tapped creature. You gain 2 life. </div> <div> <div>L3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Werefox Bodyguard 1WW </div> <div> Creature -- Elf Fox Knight </div> <div> Flash When this creature enters, exile up to one other target non-Fox creature until this creature leaves the battlefield. {1}{W}, Sacrifice this creature: You gain 2 life. </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Werefox Bodyguard 1WW </div> <div> Creature -- Elf Fox Knight </div> <div> Flash When this creature enters, exile up to one other target non-Fox creature until this creature leaves the battlefield. {1}{W}, Sacrifice this creature: You gain 2 life. </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Werefox Bodyguard 1WW </div> <div> Creature -- Elf Fox Knight </div> <div> Flash When this creature enters, exile up to one other target non-Fox creature until this creature leaves the battlefield. {1}{W}, Sacrifice this creature: You gain 2 life. </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Change the Equation 1U </div> <div> Instant </div> <div> Choose one -- * Counter target spell with mana value 2 or less. * Counter target red or green spell with mana value 6 or less. [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Change the Equation 1U </div> <div> Instant </div> <div> Choose one -- * Counter target spell with mana value 2 or less. * Counter target red or green spell with mana value 6 or less. [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Dovin's Veto WU </div> <div> Instant </div> <div> This spell can't be countered. Counter target noncreature spell. [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> High Noon 1W </div> <div> Enchantment </div> <div> Each player can't cast more than one spell each turn. {4}{R}, Sacrifice this enchantment: It deals 5 damage to any target. [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div><div>High Noon</div><div><div>1</div><div>W</div></div></div> <div>Enchantment</div> <div>Each player can't cast more than one spell each turn. {4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>High Noon</div><div><div>1</div><div>W</div></div></div> <div>Enchantment</div> <div>Each player can't cast more than one spell each turn. {4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Mystical Dispute</div><div><div>2</div><div>U</div></div></div> <div>Instant</div> <div>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Mystical Dispute</div><div><div>2</div><div>U</div></div></div> <div>Instant</div> <div>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Mystical Dispute</div><div><div>2</div><div>U</div></div></div> <div>Instant</div> <div>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Pithing Needle</div><div><div>1</div></div></div> <div>Artifact</div> <div>As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Rest in Peace</div><div><div>1</div><div>W</div></div></div> <div>Enchantment</div> <div>When this enchantment enters, exile all graveyards. 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>Rest in Peace</div><div><div>1</div><div>W</div></div></div> <div>Enchantment</div> <div>When this enchantment enters, exile all graveyards. 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>

Settle the Wreckage (2)(W)(W)

Instant

Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle.

[sideboard]

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Settle the Wreckage (2)(W)(W)

Instant

Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Wandering Emperor (2)(W)(W)

Legendary Planeswalker

Flash

As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.

[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.

[-1]: Create a 2/2 white Samurai creature token with vigilance.

[-2]: Exile target tapped creature. You gain 2 life.

[sideboard]

L 3

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