

<div> <div>Consider</div> <div>Instant</div> <div> <div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>Draw a card.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Consider</div> <div>Instant</div> <div> <div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>Draw a card.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Consider</div> <div>Instant</div> <div> <div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>Draw a card.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Consider</div> <div>Instant</div> <div> <div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>Draw a card.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Emry, Lurker of the Loch</div> <div> <div>Legendary Creature -- Merfolk Wizard</div> <div> <div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)</div> <div>When Emry enters, mill four cards.</div> <div>{T}: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.)</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Emry, Lurker of the Loch</div> <div> <div>Legendary Creature -- Merfolk Wizard</div> <div> <div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)</div> <div>When Emry enters, mill four cards.</div> <div>{T}: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.)</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Emry, Lurker of the Loch</div> <div> <div>Legendary Creature -- Merfolk Wizard</div> <div> <div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)</div> <div>When Emry enters, mill four cards.</div> <div>{T}: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.)</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Emry, Lurker of the Loch</div> <div> <div>Legendary Creature -- Merfolk Wizard</div> <div> <div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)</div> <div>When Emry enters, mill four cards.</div> <div>{T}: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.)</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

<div><div><div>Fallaji Archaeologist 1U</div><div>Creature -- Human Scout</div><div>When this creature enters, mill three cards. You may put a noncreature, nonland card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Fallaji Archaeologist 1U</div><div>Creature -- Human Scout</div><div>When this creature enters, mill three cards. You may put a noncreature, nonland card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Fallaji Archaeologist 1U</div><div>Creature -- Human Scout</div><div>When this creature enters, mill three cards. You may put a noncreature, nonland card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Fallaji Archaeologist 1U</div><div>Creature -- Human Scout</div><div>When this creature enters, mill three cards. You may put a noncreature, nonland card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
<div><div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

Hengegate Pathway

Land

$$\{T\} : \text{Add } \{W\}.$$

- - - BACK FACE - - -

Mistgate Pathway

Land

$$\{T\} : \text{Add } \{U\}.$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hengegate Pathway

Land

$$\{T\}: \text{Add } \{W\}.$$

- - - BACK FACE - - -

Mistgate Pathway

Land

$$\{T\}: \text{Add } \{U\}.$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inspiring Vantage

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inspiring Vantage

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jeskai Ascendancy URW

Enchantment

Whenever you cast a noncreature spell, creatures you control get +1/+1 until end of turn. Untap those creatures.

Whenever you cast a noncreature spell, you may draw a card. If you do, discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jeskai Ascendancy URW

Enchantment

Whenever you cast a noncreature spell, creatures you control get +1/+1 until end of turn. Untap those creatures.

Whenever you cast a noncreature spell, you may draw a card. If you do, discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jeskai Ascendancy URW

Enchantment

Whenever you cast a noncreature spell, creatures you control get +1/+1 until end of turn. Untap those creatures.

Whenever you cast a noncreature spell, you may draw a card. If you do, discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div>Jeskai Ascendancy</div><div>ⓊⓇⓌ</div></div><div>Enchantment</div><div><p>Whenever you cast a noncreature spell, creatures you control get +1/+1 until end of turn. Untap those creatures.</p><p>Whenever you cast a noncreature spell, you may draw a card. If you do, discard a card.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Mishra's Research Desk</div><div>①</div></div><div>Artifact</div><div><p>{1}, {T}, Sacrifice this artifact: Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.</p><p>Unearth {1}{R} ({1}{R}: Return this card from your graveyard to the battlefield. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Mishra's Research Desk</div><div>①</div></div><div>Artifact</div><div><p>{1}, {T}, Sacrifice this artifact: Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.</p><p>Unearth {1}{R} ({1}{R}: Return this card from your graveyard to the battlefield. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Mishra's Research Desk</div><div>①</div></div><div>Artifact</div><div><p>{1}, {T}, Sacrifice this artifact: Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.</p><p>Unearth {1}{R} ({1}{R}: Return this card from your graveyard to the battlefield. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Mox Amber</div><div>⓪</div></div><div>Legendary Artifact</div><div><p>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Mox Amber</div><div>⓪</div></div><div>Legendary Artifact</div><div><p>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Mox Amber</div><div>⓪</div></div><div>Legendary Artifact</div><div><p>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Portable Hole</div><div>Ⓦ</div></div><div>Artifact</div><div><p>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div><div>Portable Hole</div><div>Artifact</div><div>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Portable Hole</div><div>Artifact</div><div>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Portable Hole</div><div>Artifact</div><div>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Restless Spire</div><div>Land</div><div>This land enters tapped. {T}: Add {U} or {R}. {U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land. Whenever this land attacks, scry 1.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Restless Spire</div><div>Land</div><div>This land enters tapped. {T}: Add {U} or {R}. {U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land. Whenever this land attacks, scry 1.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Restless Spire</div><div>Land</div><div>This land enters tapped. {T}: Add {U} or {R}. {U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land. Whenever this land attacks, scry 1.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Restless Spire</div><div>Land</div><div>This land enters tapped. {T}: Add {U} or {R}. {U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land. Whenever this land attacks, scry 1.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Retraction Helix</div><div>Instant</div><div>Until end of turn, target creature gains "{T}: Return target nonland permanent to its owner's hand."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Retraction Helix</div><div>Instant</div><div>Until end of turn, target creature gains "{T}: Return target nonland permanent to its owner's hand."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Retraction Helix</div><div>Instant</div><div>Until end of turn, target creature gains "{T}: Return target nonland permanent to its owner's hand."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}): Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Saheeli, Sublime Artificer</div><div>Legendary Planeswalker -- Saheeli</div><div>Whenever you cast a noncreature spell, create a 1/1 colorless Servo artifact creature token. [-2]: Target artifact you control becomes a copy of another target artifact or creature you control until end of turn, except it's an artifact in addition to its other types.</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Saheeli, Sublime Artificer</div><div>Legendary Planeswalker -- Saheeli</div><div>Whenever you cast a noncreature spell, create a 1/1 colorless Servo artifact creature token. [-2]: Target artifact you control becomes a copy of another target artifact or creature you control until end of turn, except it's an artifact in addition to its other types.</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Seachrome Coast</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Seachrome Coast</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Seachrome Coast</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Torch the Tower</div><div>Instant</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Tormod's Crypt</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Tormod's Crypt</div><div>Artifact</div><div><div>{T}</div>, Sacrifice this artifact: Exile target player's graveyard.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Treasure Cruise</div><div>Sorcery</div><div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Draw three cards.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Treasure Cruise</div><div>Sorcery</div><div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Draw three cards.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Treasure Cruise</div><div>Sorcery</div><div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Draw three cards.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div><div>Fiery Impulse</div><div>Instant</div><div>Fiery Impulse deals 2 damage to target creature. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead.</div><div>[sideboard]</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Fiery Impulse</div><div>Instant</div><div>Fiery Impulse deals 2 damage to target creature. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead.</div><div>[sideboard]</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Get Lost</div><div>Instant</div><div>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.)</div><div>[sideboard]</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Get Lost</div><div>Instant</div><div>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.)</div><div>[sideboard]</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Mystical Dispute (2)(U) <hr/> Instant <hr/> This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard]	Reckoner Bankbuster (2) <hr/> Artifact -- Vehicle <hr/> 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 [sideboard]	Reckoner Bankbuster (2) <hr/> Artifact -- Vehicle <hr/> 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 [sideboard]	Reckoner Bankbuster (2) <hr/> Artifact -- Vehicle <hr/> 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 [sideboard]
Rending Volley (R) <hr/> Instant <hr/> This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature. [sideboard]	Spell Pierce (U) <hr/> Instant <hr/> Counter target noncreature spell unless its controller pays {2}. [sideboard]	Strangle (R) <hr/> Sorcery <hr/> Strangle deals 3 damage to target creature or planeswalker. [sideboard]	Surge of Salvation (W) <hr/> Instant <hr/> You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn. [sideboard]
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Tiemuuu - 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 9/10 - 8 cards - 2.5 x 3.5 in each

<div> <div>Surge of Salvation</div> <div>W</div> </div> <div>Instant</div> <div> <p>You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Surge of Salvation</div> <div>W</div> </div> <div>Instant</div> <div> <p>You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Valorous Stance</div> <div>1W</div> </div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * Target creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) * Destroy target creature with toughness 4 or greater. <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	
---	---	---	--