

<div> <div>Axebane Guardian26</div> <div>Creature -- Human Druid</div> <div> <div>Defender</div> <div>{T}: Add X mana in any combination of colors, where X is the number of creatures you control with defender.</div> </div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Axebane Guardian26</div> <div>Creature -- Human Druid</div> <div> <div>Defender</div> <div>{T}: Add X mana in any combination of colors, where X is the number of creatures you control with defender.</div> </div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Axebane Guardian26</div> <div>Creature -- Human Druid</div> <div> <div>Defender</div> <div>{T}: Add X mana in any combination of colors, where X is the number of creatures you control with defender.</div> </div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Axebane Guardian26</div> <div>Creature -- Human Druid</div> <div> <div>Defender</div> <div>{T}: Add X mana in any combination of colors, where X is the number of creatures you control with defender.</div> </div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Crashing Drawbridge2</div> <div>Artifact Creature -- Wall</div> <div> <div>Defender</div> <div>{T}: Creatures you control gain haste until end of turn.</div> </div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Drift of Phantasms2U</div> <div>Creature -- Spirit</div> <div> <div>Defender (This creature can't attack.)</div> <div>Flying</div> <div>Transmute {1}{U}{U} ({1}{U}{U}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.)</div> </div> <div>0/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Drift of Phantasms2U</div> <div>Creature -- Spirit</div> <div> <div>Defender (This creature can't attack.)</div> <div>Flying</div> <div>Transmute {1}{U}{U} ({1}{U}{U}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.)</div> </div> <div>0/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Drift of Phantasms2U</div> <div>Creature -- Spirit</div> <div> <div>Defender (This creature can't attack.)</div> <div>Flying</div> <div>Transmute {1}{U}{U} ({1}{U}{U}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.)</div> </div> <div>0/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

Playtest cards - apas72 - Pauper (Pauper Showcase Challenge)

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

<div><div>Drift of Phantasms</div><div><div>2</div><div>U</div></div></div> <div><div>Creature -- Spirit</div><div>Defender (This creature can't attack.) Flying Transmute {1}{U}{U} ({1}{U}{U}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.)</div><div>0/5</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Elvish Mystic</div><div>G</div></div> <div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Forest</div></div> <div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div></div> <div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Forest</div></div> <div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div></div> <div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div></div> <div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div></div> <div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Freed from the Real (2)(U) <hr/> Enchantment -- Aura <hr/> Enchant creature {U}: Tap enchanted creature. {U}: Untap enchanted creature.	Galvanic Alchemist (2)(U) <hr/> Creature -- Human Wizard <hr/> Soulbond (You may pair this creature with another unpaired creature when either enters. They remain paired for as long as you control both of them.) As long as this creature is paired with another creature, each of those creatures has "{2}{U}: Untap this creature."	Generous Ent (5)(G) <hr/> Creature -- Treefolk <hr/> Reach When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)	Generous Ent (5)(G) <hr/> Creature -- Treefolk <hr/> Reach When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)
<div>1/4</div>	<div>1/4</div>	<div>5/7</div>	<div>5/7</div>
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
Generous Ent (5)(G) <hr/> Creature -- Treefolk <hr/> Reach When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)	Gingerbread Cabin <hr/> Land -- Forest <hr/> ({T}: Add {G}.) This land enters tapped unless you control three or more other Forests. When this land enters untapped, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")	Island <hr/> Basic Land -- Island <hr/> ({T}: Add {U}.)	Lead the Stampede (2)(G) <hr/> Sorcery <hr/> Look at the top five cards of your library. You may reveal any number of creature cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in any order.
<div>5/7</div>			
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 - apas72 - Pauper (Pauper Showcase Challenge)

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

2 G

Look at the top five cards of your library. You may reveal any number of creature cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in any order.

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2 G

Look at the top five cards of your library. You may reveal any number of creature cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

Look at the top five cards of your library. You may reveal any number of creature cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in any order.

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G

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

{G}: Add one mana of any color.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

Defender
{T}: Add {G} for each creature you control with defender.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Defender
{T}: Add {G} for each creature you control with defender.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑧

Defender
{T}: Add {G} for each creature you control with defender.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Overgrown Battlement</div><div><div>16</div></div></div> <div><div>Creature -- Wall</div><div>Defender {T}: Add {G} for each creature you control with defender.</div></div> <div><div>0/4</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Plains</div><div></div></div> <div><div>Basic Land -- Plains</div><div>({T}): Add {W} .)</div></div> <div><div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Quirion Ranger</div><div><div>6</div></div></div> <div><div>Creature -- Elf Ranger</div><div>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.</div></div> <div><div>1/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Quirion Ranger</div><div><div>6</div></div></div> <div><div>Creature -- Elf Ranger</div><div>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.</div></div> <div><div>1/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Quirion Ranger</div><div><div>6</div></div></div> <div><div>Creature -- Elf Ranger</div><div>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.</div></div> <div><div>1/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Quirion Ranger</div><div><div>6</div></div></div> <div><div>Creature -- Elf Ranger</div><div>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.</div></div> <div><div>1/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Reaping the Graves</div><div><div>2B</div></div></div> <div><div>Instant</div><div>Return target creature card from your graveyard to your hand. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</div></div> <div><div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Saruli Caretaker</div><div><div>6</div></div></div> <div><div>Creature -- Dryad</div><div>Defender {T}, Tap an untapped creature you control: Add one mana of any color.</div></div> <div><div>0/3</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

<p>Saruli Caretaker ⑥</p> <p>Creature -- Dryad</p> <p>Defender {T}, Tap an untapped creature you control: Add one mana of any color.</p> <p>0/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Saruli Caretaker ⑥</p> <p>Creature -- Dryad</p> <p>Defender {T}, Tap an untapped creature you control: Add one mana of any color.</p> <p>0/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Saruli Caretaker ⑥</p> <p>Creature -- Dryad</p> <p>Defender {T}, Tap an untapped creature you control: Add one mana of any color.</p> <p>0/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Secret Door ④</p> <p>Artifact Creature -- Wall</p> <p>Defender {4}{U}: Venture into the dungeon. Activate only as a sorcery. (Enter the first room or advance to the next room.)</p> <p>0/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Shield-Wall Sentinel ④</p> <p>Artifact Creature -- Golem</p> <p>Defender When this creature enters, you may search your library for a creature card with defender, reveal it, put it into your hand, then shuffle.</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Shield-Wall Sentinel ④</p> <p>Artifact Creature -- Golem</p> <p>Defender When this creature enters, you may search your library for a creature card with defender, reveal it, put it into your hand, then shuffle.</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Shield-Wall Sentinel ④</p> <p>Artifact Creature -- Golem</p> <p>Defender When this creature enters, you may search your library for a creature card with defender, reveal it, put it into your hand, then shuffle.</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Third Path Savant ②④</p> <p>Creature -- Human Wizard</p> <p>{7}: Draw two cards.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

<div> <div>Tinder Wall</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Plant Wall</div> <div> <div>Defender (This creature can't attack.)</div> <div>Sacrifice this creature: Add {R}{R}. {R}, Sacrifice this creature: It deals 2 damage to target creature it's blocking.</div> </div> </div> <div> <div>0/3</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Tranquil Landscape</div> </div> <div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{T}, Sacrifice this land: Search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle.</div> <div>Cycling {G}{W}{U} ({G}{W}{U}, Discard this card: Draw a card.)</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Tranquil Landscape</div> </div> <div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{T}, Sacrifice this land: Search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle.</div> <div>Cycling {G}{W}{U} ({G}{W}{U}, Discard this card: Draw a card.)</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Tranquil Landscape</div> </div> <div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{T}, Sacrifice this land: Search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle.</div> <div>Cycling {G}{W}{U} ({G}{W}{U}, Discard this card: Draw a card.)</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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<div><div><div>Winding Way</div><div>①⑥</div></div><div>Sorcery</div><div>Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Winding Way</div><div>①⑥</div></div><div>Sorcery</div><div>Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Winding Way</div><div>①⑥</div></div><div>Sorcery</div><div>Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Winding Way</div><div>①⑥</div></div><div>Sorcery</div><div>Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Crimson Acolyte</div><div>①④</div></div><div>Creature -- Human Cleric</div><div>Protection from red {W}: Target creature gains protection from red until end of turn.</div><div>[sideboard]</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Crimson Acolyte</div><div>①④</div></div><div>Creature -- Human Cleric</div><div>Protection from red {W}: Target creature gains protection from red until end of turn.</div><div>[sideboard]</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Gorilla Shaman</div><div>④</div></div><div>Creature -- Ape Shaman</div><div>{X}{X}{1}: Destroy target noncreature artifact with mana value X.</div><div>[sideboard]</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Gorilla Shaman</div><div>④</div></div><div>Creature -- Ape Shaman</div><div>{X}{X}{1}: Destroy target noncreature artifact with mana value X.</div><div>[sideboard]</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div> <div>Guardian Naga</div> <div> <div>5</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Snake</div> <div>Vigilance</div> <div>During your turn, prevent all damage that would be dealt to this creature.</div> <div>[sideboard]</div> <div>5/6</div> <div>----- ADVENTURE -----</div> <div>Banishing Coils</div> <div> <div>2</div> <div>W</div> </div> <div>Instant -- Adventure</div> <div>Exile target artifact or enchantment. (Then exile this card. You may cast the creature later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Mirrorshell Crab</div> <div> <div>5</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Artifact Creature -- Crab</div> <div>Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)</div> <div>Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}.</div> <div>[sideboard]</div> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Obsidian Acolyte</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div>Protection from black {W}: Target creature gains protection from black until end of turn.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Obsidian Acolyte</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div>Protection from black {W}: Target creature gains protection from black until end of turn.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>
<div> <div>Pulse of Murasa</div> <div> <div>2</div> <div>G</div> </div> </div> <div> <div>Instant</div> <div>Return target creature or land card from a graveyard to its owner's hand. You gain 6 life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Standard Bearer</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Flagbearer</div> <div>While an opponent is choosing targets as part of casting a spell they control or activating an ability they control, that player must choose at least one Flagbearer on the battlefield if able.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Standard Bearer</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Flagbearer</div> <div>While an opponent is choosing targets as part of casting a spell they control or activating an ability they control, that player must choose at least one Flagbearer on the battlefield if able.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Tamiyo's Safekeeping</div> <div> <div>G</div> </div> </div> <div> <div>Instant</div> <div>Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>

Playtest cards - apas72 - Pauper (Pauper Showcase Challenge)

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> Tamiyo's Safekeeping 6 </div> <div> Instant </div> <div> <p>Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Wrap in Vigor 16 </div> <div> Instant </div> <div> <p>Regenerate each creature you control.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Wrap in Vigor 16 </div> <div> Instant </div> <div> <p>Regenerate each creature you control.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	