

Card

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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① ② W

Instant

Destroy target creature or planeswalker. Its controller investigates. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

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W

Sorcery

Exile target creature with mana value less than or equal to the number of Plains you control. Its controller gains 3 life.

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② ③

Legendary Creature -- Human Artificer

Vigilance
When Loran enters, destroy up to one target artifact or enchantment.
{T}: You and target opponent each draw a card.

2/1

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Loran of the Third Path (2)(W) Legendary Creature -- Human Artificer Vigilance When Loran enters, destroy up to one target artifact or enchantment. {T}: You and target opponent each draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Loran of the Third Path (2)(W) Legendary Creature -- Human Artificer Vigilance When Loran enters, destroy up to one target artifact or enchantment. {T}: You and target opponent each draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mirrex Land -- Sphere {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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ossification (1)(W) Enchantment -- Aura Enchant basic land you control When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ossification (1)(W) Enchantment -- Aura Enchant basic land you control When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Reckoner Bankbuster Artifact -- Vehicle 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 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reckoner Bankbuster Artifact -- Vehicle 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 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reckoner Bankbuster Artifact -- Vehicle 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 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reckoner Bankbuster Artifact -- Vehicle 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 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Roadside Reliquary Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Draw a card if you control an artifact. Draw a card if you control an enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roadside Reliquary Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Draw a card if you control an artifact. Draw a card if you control an enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roadside Reliquary Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Draw a card if you control an artifact. Draw a card if you control an enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roadside Reliquary Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Draw a card if you control an artifact. Draw a card if you control an enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sanctuary Warden 4 W W Creature -- Angel Soldier Flying This creature enters with two shield counters on it. Whenever this creature enters or attacks, you may remove a counter from a creature or planeswalker you control. If you do, draw a card and create a 1/1 green and white Citizen creature token. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sanctuary Warden 4 W W Creature -- Angel Soldier Flying This creature enters with two shield counters on it. Whenever this creature enters or attacks, you may remove a counter from a creature or planeswalker you control. If you do, draw a card and create a 1/1 green and white Citizen creature token. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serra Paragon 2 W W Creature -- Angel Flying Once during each of your turns, you may play a land from your graveyard or cast a permanent spell with mana value 3 or less from your graveyard. If you do, it gains "When this permanent is put into a graveyard from the battlefield, exile it and you gain 2 life." 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serra Paragon 2 W W Creature -- Angel Flying Once during each of your turns, you may play a land from your graveyard or cast a permanent spell with mana value 3 or less from your graveyard. If you do, it gains "When this permanent is put into a graveyard from the battlefield, exile it and you gain 2 life." 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - Salvatto - Standard (Standard League)

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

Steel Seraph ⑥ Artifact Creature -- Angel Prototype {1}{W}{W} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Flying At the beginning of combat on your turn, target creature you control gains your choice of flying, vigilance, or lifelink until end of turn. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Steel Seraph ⑥ Artifact Creature -- Angel Prototype {1}{W}{W} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Flying At the beginning of combat on your turn, target creature you control gains your choice of flying, vigilance, or lifelink until end of turn. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Steel Seraph ⑥ Artifact Creature -- Angel Prototype {1}{W}{W} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Flying At the beginning of combat on your turn, target creature you control gains your choice of flying, vigilance, or lifelink until end of turn. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Eternal Wanderer ④①① Legendary Planeswalker No more than one creature can attack The Eternal Wanderer each combat. [+1]: Exile up to one target artifact or creature. Return that card to the battlefield under its owner's control at the beginning of that player's next end step. [0]: Create a 2/2 white Samurai creature token with double strike. [-4]: For each player, choose a creature that player controls. Each player sacrifices all creatures they control not chosen this way. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
The Wandering Emperor ②①① 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. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Wandering Emperor ②①① 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. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Wandering Emperor ②①① 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. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Wandering Emperor ②①① 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. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Skrelv's Hive 1 W Enchantment At the beginning of your upkeep, you lose 1 life and create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." Corrupted -- As long as an opponent has three or more poison counters, creatures you control with toxic have lifelink. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skrelv's Hive 1 W Enchantment At the beginning of your upkeep, you lose 1 life and create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." Corrupted -- As long as an opponent has three or more poison counters, creatures you control with toxic have lifelink. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skrelv's Hive 1 W Enchantment At the beginning of your upkeep, you lose 1 life and create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." Corrupted -- As long as an opponent has three or more poison counters, creatures you control with toxic have lifelink. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Steel Seraph 6 Artifact Creature -- Angel Prototype {1}{W}{W} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Flying At the beginning of combat on your turn, target creature you control gains your choice of flying, vigilance, or lifelink until end of turn. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
The Stone Brain 2 Legendary Artifact {2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Stone Brain 2 Legendary Artifact {2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unlicensed Hearse 2 Artifact -- Vehicle {T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2 [sideboard] */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unlicensed Hearse 2 Artifact -- Vehicle {T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2 [sideboard] */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Unlicensed Hearse 2 Artifact -- Vehicle {T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2 [sideboard] */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urza's Sylex 3 Legendary Artifact {2}{W}{W}, {T}, Exile Urza's Sylex: Each player chooses six lands they control. Destroy all other permanents. Activate only as a sorcery. When Urza's Sylex is put into exile from the battlefield, you may pay {2}. If you do, search your library for a planeswalker card, reveal it, put it into your hand, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urza's Sylex 3 Legendary Artifact {2}{W}{W}, {T}, Exile Urza's Sylex: Each player chooses six lands they control. Destroy all other permanents. Activate only as a sorcery. When Urza's Sylex is put into exile from the battlefield, you may pay {2}. If you do, search your library for a planeswalker card, reveal it, put it into your hand, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	