

Boseiju, Who Endures

Legendary Land

{T}: Add {G}.
Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brushland

Land

```
{T}: Add {C}.
{T}: Add {G} or {W}. This land deals
1 damage to you.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brushland

Land

{T}: Add {C}.
{T}: Add {G} or {W}. This land deals
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brushland

Land

```
{T}: Add {C}.
{T}: Add {G} or {W}. This land deals
1 damage to you.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Instant

```
Choose one --
* Destroy target creature with
toughness 4 or greater.
* Destroy target enchantment.
```

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Enchantment - - Saga

(As this Saga enters and after your draw step, add a lore counter.)

I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."

II -- You may discard up to two cards. If you do, draw that many cards.

III -- Exile this Saga, then return it to the battlefield transformed under your control.

- - - BACK FACE - - -

Reflection of Kiki-Jiki

Enchantment Creature -- Goblin Shaman

{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter.)

I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."

II -- You may discard up to two cards. If you do, draw that many cards.

III -- Exile this Saga, then return it to the battlefield transformed under your control.

- - - BACK FACE - - -

Reflection of Kiki-Jiki

Enchantment Creature -- Goblin Shaman

{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Fable of the Mirror-Breaker2R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Reflection of Kiki-Jiki Enchantment Creature -- Goblin Shaman {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fable of the Mirror-Breaker2R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Reflection of Kiki-Jiki Enchantment Creature -- Goblin Shaman {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallowed Haunting2WW Enchantment As long as you control seven or more enchantments, creatures you control have flying and vigilance. Whenever you cast an enchantment spell, create a white Spirit Cleric creature token with "This token's power and toughness are each equal to the number of Spirits you control." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallowed Haunting2WW Enchantment As long as you control seven or more enchantments, creatures you control have flying and vigilance. Whenever you cast an enchantment spell, create a white Spirit Cleric creature token with "This token's power and toughness are each equal to the number of Spirits you control." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Hallowed Haunting2WW Enchantment As long as you control seven or more enchantments, creatures you control have flying and vigilance. Whenever you cast an enchantment spell, create a white Spirit Cleric creature token with "This token's power and toughness are each equal to the number of Spirits you control." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallowed Haunting2WW Enchantment As long as you control seven or more enchantments, creatures you control have flying and vigilance. Whenever you cast an enchantment spell, create a white Spirit Cleric creature token with "This token's power and toughness are each equal to the number of Spirits you control." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jetmir's Garden Land -- Mountain Forest Plains {T}: Add {R}, {G}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jetmir's Garden Land -- Mountain Forest Plains {T}: Add {R}, {G}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Land -- Mountain Forest Plains

($\{T\}$: Add $\{R\}$, $\{G\}$, or $\{W\}$.)
This land enters tapped.
Cycling $\{3\}$ ($\{3\}$, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Mountain Forest Plains

(**{T}**: Add **{R}**, **{G}**, or **{W}**.)
This land enters tapped.
Cycling **{3}** (**{3}**, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enchantment Creature -- Human Monk

```
Lifelink
Enchantment spells you cast cost {1}
less to cast.
```

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enchantment Creature -- Human Monk

```
Lifelink
Enchantment spells you cast cost {1}
less to cast.
```

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enchantment Creature -- Human Monk

Lifelink
Enchantment spells you cast cost {1}
less to cast.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enchantment Creature -- Human Monk

Lifelink
Enchantment spells you cast cost {1}
less to cast.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Spirit

Trample
Whenever you cast an enchantment spell, put a +1/+1 counter on this creature.
At the beginning of each end step, if an enchantment was put into your graveyard from the battlefield this turn, you may return this card from your graveyard to your hand.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

```
{T}: Add {C}.
{T}: Add {R} or {G}. This land deals
1 damage to you.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Katilda, Dawnhart Martyr Card OTHER FACE Katilda, Dawnhart Martyr Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Katilda, Dawnhart Martyr Card OTHER FACE Katilda, Dawnhart Martyr Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overgrown Farmland Land This land enters tapped unless you control two or more other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overgrown Farmland Land This land enters tapped unless you control two or more other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overgrown Farmland Land This land enters tapped unless you control two or more other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overgrown Farmland Land This land enters tapped unless you control two or more other lands. {T}: Add {G} or {W}. 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	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	Rite of Harmony Instant Whenever a creature or enchantment you control enters this turn, draw a card. Flashback {2}{G}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rite of Harmony Instant Whenever a creature or enchantment you control enters this turn, draw a card. Flashback {2}{G}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rite of Harmony Instant Whenever a creature or enchantment you control enters this turn, draw a card. Flashback {2}{G}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Spirited Companion Enchantment Creature -- Dog When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY 1W botbox.dev	Spirited Companion Enchantment Creature -- Dog When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY 1W botbox.dev	Spirited Companion Enchantment Creature -- Dog When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY 1W botbox.dev	Spirited Companion Enchantment Creature -- Dog When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY 1W botbox.dev
Sundown Pass Land This land enters tapped unless you control two or more other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Teachings of the Kirin Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Mill three cards. Create a 1/1 colorless Spirit creature token. II -- Put a +1/+1 counter on target creature you control. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- -- -- BACK FACE -- -- Kirin-Touched Orochi Enchantment Creature -- Snake Monk Whenever this creature attacks, choose one -- * Exile target creature card from a graveyard. When you do, create a 1/1 colorless Spirit creature token. * Exile target noncreature card from a graveyard. When you do, put a +1/+1 counter on target creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY 1G botbox.dev	Teachings of the Kirin Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Mill three cards. Create a 1/1 colorless Spirit creature token. II -- Put a +1/+1 counter on target creature you control. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- -- -- BACK FACE -- -- Kirin-Touched Orochi Enchantment Creature -- Snake Monk Whenever this creature attacks, choose one -- * Exile target creature card from a graveyard. When you do, create a 1/1 colorless Spirit creature token. * Exile target noncreature card from a graveyard. When you do, put a +1/+1 counter on target creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY 1G botbox.dev	Teachings of the Kirin Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Mill three cards. Create a 1/1 colorless Spirit creature token. II -- Put a +1/+1 counter on target creature you control. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- -- -- BACK FACE -- -- Kirin-Touched Orochi Enchantment Creature -- Snake Monk Whenever this creature attacks, choose one -- * Exile target creature card from a graveyard. When you do, create a 1/1 colorless Spirit creature token. * Exile target noncreature card from a graveyard. When you do, put a +1/+1 counter on target creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY 1G botbox.dev

Teachings of the Kirin ①⑥ Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Mill three cards. Create a 1/1 colorless Spirit creature token. II -- Put a +1/+1 counter on target creature you control. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Kirin-Touched Orochi Enchantment Creature -- Snake Monk Whenever this creature attacks, choose one -- * Exile target creature card from a graveyard. When you do, create a 1/1 colorless Spirit creature token. * Exile target noncreature card from a graveyard. When you do, put a +1/+1 counter on target creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Restoration of Eiganjo ②① Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Search your library for a basic Plains card, reveal it, put it into your hand, then shuffle. II -- You may discard a card. When you do, return target permanent card with mana value 2 or less from your graveyard to the battlefield tapped. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Architect of Restoration Enchantment Creature -- Fox Monk Vigilance Whenever this creature attacks or blocks, create a 1/1 colorless Spirit creature token. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Restoration of Eiganjo ②① Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Search your library for a basic Plains card, reveal it, put it into your hand, then shuffle. II -- You may discard a card. When you do, return target permanent card with mana value 2 or less from your graveyard to the battlefield tapped. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Architect of Restoration Enchantment Creature -- Fox Monk Vigilance Whenever this creature attacks or blocks, create a 1/1 colorless Spirit creature token. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Restoration of Eiganjo ②① Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Search your library for a basic Plains card, reveal it, put it into your hand, then shuffle. II -- You may discard a card. When you do, return target permanent card with mana value 2 or less from your graveyard to the battlefield tapped. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Architect of Restoration Enchantment Creature -- Fox Monk Vigilance Whenever this creature attacks or blocks, create a 1/1 colorless Spirit creature token. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
The Restoration of Eiganjo ②① Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Search your library for a basic Plains card, reveal it, put it into your hand, then shuffle. II -- You may discard a card. When you do, return target permanent card with mana value 2 or less from your graveyard to the battlefield tapped. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Architect of Restoration Enchantment Creature -- Fox Monk Vigilance Whenever this creature attacks or blocks, create a 1/1 colorless Spirit creature token. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Touch the Spirit Realm ②① Enchantment When this enchantment enters, exile up to one target artifact or creature until this enchantment leaves the battlefield. Channel -- {1}{W}, Discard this card: Exile target artifact or creature. Return it to the battlefield under its owner's control at the beginning of the next end step. ----- BACK FACE ----- Architect of Restoration Enchantment Creature -- Fox Monk Vigilance Whenever this creature attacks or blocks, create a 1/1 colorless Spirit creature token. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Touch the Spirit Realm ②① Enchantment When this enchantment enters, exile up to one target artifact or creature until this enchantment leaves the battlefield. Channel -- {1}{W}, Discard this card: Exile target artifact or creature. Return it to the battlefield under its owner's control at the beginning of the next end step. ----- BACK FACE ----- Architect of Restoration Enchantment Creature -- Fox Monk Vigilance Whenever this creature attacks or blocks, create a 1/1 colorless Spirit creature token. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Touch the Spirit Realm ②① Enchantment When this enchantment enters, exile up to one target artifact or creature until this enchantment leaves the battlefield. Channel -- {1}{W}, Discard this card: Exile target artifact or creature. Return it to the battlefield under its owner's control at the beginning of the next end step. ----- BACK FACE ----- Architect of Restoration Enchantment Creature -- Fox Monk Vigilance Whenever this creature attacks or blocks, create a 1/1 colorless Spirit creature token. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Sonny6 - 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 7/10 - 8 cards - 2.5 x 3.5 in each

② ③

When this enchantment enters, exile up to one target artifact or creature until this enchantment leaves the battlefield.

Channel -- $\{1\}\{W\}$, Discard this card: Exile target artifact or creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ① W

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.

- - - BACK FACE - - -

Enchantment

Creatures you control get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

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.

- - - BACK FACE - - -

Enchantment

Creatures you control get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

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.

- - - BACK FACE - - -

Enchantment

Creatures you control get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

When this enchantment enters, exile target creature an opponent controls with mana value 3 or less until this enchantment leaves the battlefield. Whenever an opponent casts a Vampire spell with the same name as a card exiled with this enchantment, you gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

When this enchantment enters, exile target creature an opponent controls with mana value 3 or less until this enchantment leaves the battlefield. Whenever an opponent casts a Vampire spell with the same name as a card exiled with this enchantment, you gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

When this enchantment enters, exile target creature an opponent controls with mana value 3 or less until this enchantment leaves the battlefield. Whenever an opponent casts a Vampire spell with the same name as a card exiled with this enchantment, you gain 2 life.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

When this enchantment enters, exile target creature an opponent controls with mana value 3 or less until this enchantment leaves the battlefield. Whenever an opponent casts a Vampire spell with the same name as a card exiled with this enchantment, you gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Destroy Evil 1W Instant Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Destroy Evil 1W Instant Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Destroy Evil 1W Instant Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lion Sash 1W Artifact Creature -- Equipment Cat {W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on this permanent. Equipped creature gets +1/+1 for each +1/+1 counter on this Equipment. Reconfigure {2} ({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Loran of the Third Path 2W 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. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Loran of the Third Path 2W 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. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serra Paragon 2WW 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." [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serra Paragon 2WW 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." [sideboard] 3/4 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	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	
---	---	---	--

Playtest cards - Sonny6 - 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 10/10 - 3 cards - 2.5 x 3.5 in each