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| <b>Adarkar Wastes</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{T}: Add {W} or {U}. This land deals 1 damage to you.                                                                                                                                                                                                                                                                                                 | <b>Adarkar Wastes</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{T}: Add {W} or {U}. This land deals 1 damage to you.                                                                              | <b>Beza, the Bounding Spring</b> (2)(W)(W)<br><hr/> Legendary Creature -- Elemental Elk<br><hr/> When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you. <div>4/5</div> | <b>Beza, the Bounding Spring</b> (2)(W)(W)<br><hr/> Legendary Creature -- Elemental Elk<br><hr/> When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you. <div>4/5</div> |
| <b>Beza, the Bounding Spring</b> (2)(W)(W)<br><hr/> Legendary Creature -- Elemental Elk<br><hr/> When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you. <div>4/5</div> | <b>Change the Equation</b> (1)(U)<br><hr/> Instant<br><hr/> Choose one --<br>* Counter target spell with mana value 2 or less.<br>* Counter target red or green spell with mana value 6 or less. | <b>Day of Judgment</b> (2)(W)(W)<br><hr/> Sorcery<br><hr/> Destroy all creatures.                                                                                                                                                                                                                                                                                                                                   | <b>Day of Judgment</b> (2)(W)(W)<br><hr/> Sorcery<br><hr/> Destroy all creatures.                                                                                                                                                                                                                                                                                                                                   |

## Demolition Field

Land

{T}: Add {C}.  
{2}, {T}, Sacrifice this land:  
Destroy target nonbasic land an  
opponent controls. That land's  
controller may search their library  
for a basic land card, put it onto  
the battlefield, then shuffle. You  
may search your library for a basic  
land card, put it onto the  
battlefield, then shuffle.

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## Demolition Field

Land

{T}: Add {C}.  
{2}, {T}, Sacrifice this land:  
Destroy target nonbasic land an  
opponent controls. That land's  
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{T}: Add {C}.  
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the battlefield, then shuffle. You  
may search your library for a basic  
land card, put it onto the  
battlefield, then shuffle.

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## Elspeth's Smite

W

Instant

Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Elspeth's Smite

W

Instant

Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Elspeth, Storm Slayer (3)(W)(W)

③ ④ ⑤

## Legendary Planeswalker -- Elspeth

If one or more tokens would be created under your control, twice that many of those tokens are created instead.

[+1]: Create a 1/1 white Soldier creature token.

[0]: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn.

[-3]: Destroy target creature an opponent controls with mana value 3 or greater.

**L 5**

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## Elspeth, Storm Slayer (3)(W)(W)

③ ④ ⑤

## Legendary Planeswalker -- Elspeth

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[+1]: Create a 1/1 white Soldier creature token.

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[-3]: Destroy target creature an opponent controls with mana value 3 or greater.

**L 5**

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## Floodfarm Verge

Land

{T}: Add {W}.  
{T}: Add {U}. Activate only if you control a Plains or an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Floodfarm Verge

Land

{T}: Add {W}.  
{T}: Add {U}. Activate only if you control a Plains or an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

{T}: Add {W}.  
{T}: Add {U}. Activate only if you control a Plains or an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Floodfarm Verge

Land

{T}: Add {W}.  
{T}: Add {U}. Activate only if you control a Plains or an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Fountainport

Land

```
{T}: Add {C}.
{2}, {T}, Sacrifice a token: Draw a card.
{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.
{4}, {T}: Create a Treasure token.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Fountainport

Land

```
{T}: Add {C}.
{2}, {T}, Sacrifice a token: Draw a card.
{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.
{4}, {T}: Create a Treasure token.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Fountainport

Land

```
{T}: Add {C}.
{2}, {T}, Sacrifice a token: Draw a card.
{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.
{4}, {T}: Create a Treasure token.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Get Lost

① ② W

Instant

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.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Get Lost

① ② W

Instant

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 explodes. Activate only as a sorcery.")

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| <div><div>Get Lost</div><div><div>1</div><div>W</div></div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                     | <div><div>Island</div></div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                        | <div><div>Island</div></div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                        | <div><div>Island</div></div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                    |
| <div><div>Marang River Regent</div><div><div>4</div><div>U</div><div>U</div></div></div> <div>Creature -- Dragon</div> <div>Flying<br/>When this creature enters, return up to two other target nonland permanents to their owners' hands.</div> <div><div>6/7</div></div> <div><div>----- ADVENTURE -----</div></div> <div><div>Coil and Catch</div><div><div>3</div><div>U</div></div></div> <div>Instant -- Omen</div> <div>Draw three cards, then discard a card. (Then shuffle this card into its owner's library.)</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Marang River Regent</div><div><div>4</div><div>U</div><div>U</div></div></div> <div>Creature -- Dragon</div> <div>Flying<br/>When this creature enters, return up to two other target nonland permanents to their owners' hands.</div> <div><div>6/7</div></div> <div><div>----- ADVENTURE -----</div></div> <div><div>Coil and Catch</div><div><div>3</div><div>U</div></div></div> <div>Instant -- Omen</div> <div>Draw three cards, then discard a card. (Then shuffle this card into its owner's library.)</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Marang River Regent</div><div><div>4</div><div>U</div><div>U</div></div></div> <div>Creature -- Dragon</div> <div>Flying<br/>When this creature enters, return up to two other target nonland permanents to their owners' hands.</div> <div><div>6/7</div></div> <div><div>----- ADVENTURE -----</div></div> <div><div>Coil and Catch</div><div><div>3</div><div>U</div></div></div> <div>Instant -- Omen</div> <div>Draw three cards, then discard a card. (Then shuffle this card into its owner's library.)</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Meticulous Archive</div></div> <div>Land -- Plains Island</div> <div>({T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Negate</div><div>Instant</div><div>Counter target noncreature spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div><div>1</div><div>U</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                         |
| <div><div><div>No More Lies</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><div>W</div><div>U</div></div></div>       | <div><div><div>No More Lies</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><div>W</div><div>U</div></div></div>       | <div><div><div>No More Lies</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><div>W</div><div>U</div></div></div>       | <div><div><div>Overlord of the Mistmoors</div><div>Enchantment Creature -- Avatar Horror</div><div>Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div><div>5</div><div>W</div><div>W</div></div><div><div>6/6</div></div></div> |

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                            | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                            | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                    | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                          |
| <div>Restless Anchorage</div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {W} or {U}.<br/>{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.<br/>Whenever this land attacks, create a Map token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Restless Anchorage</div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {W} or {U}.<br/>{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.<br/>Whenever this land attacks, create a Map token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ride's End</div> <div>Instant</div> <div>This spell costs {3} less to cast if it targets a tapped permanent.<br/>Exile target creature or Vehicle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Seachrome Coast</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

## Seachrome Coast

Land

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

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## Stock Up

②③

Sorcery

Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.

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## Stock Up

② ③

## Sorcery

Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.

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## Stock Up

(2)(U)

Sorcery

Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.

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## Stock Up

②③

## Sorcery

Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.

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## Temporary Lockdown

① W W

## Enchantment

When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.

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## Temporary Lockdown

① W W

## Enchantment

When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Temporary Lockdown

① W W

## Enchantment

When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.

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| <div><div>Temporary Lockdown<div><div>1W</div><div>W</div></div></div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div>Three Steps Ahead<div><div>U</div></div></div><div>Instant</div><div>Spree (Choose one or more additional costs.)<br/>+ {1}{U} -- Counter target spell.<br/>+ {3} -- Create a token that's a copy of target artifact or creature you control.<br/>+ {2} -- Draw two cards, then discard a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Three Steps Ahead<div><div>U</div></div></div><div>Instant</div><div>Spree (Choose one or more additional costs.)<br/>+ {1}{U} -- Counter target spell.<br/>+ {3} -- Create a token that's a copy of target artifact or creature you control.<br/>+ {2} -- Draw two cards, then discard a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Three Steps Ahead<div><div>U</div></div></div><div>Instant</div><div>Spree (Choose one or more additional costs.)<br/>+ {1}{U} -- Counter target spell.<br/>+ {3} -- Create a token that's a copy of target artifact or creature you control.<br/>+ {2} -- Draw two cards, then discard a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Change the Equation<div><div>1U</div><div>U</div></div></div><div>Instant</div><div>Choose one --<br/>* Counter target spell with mana value 2 or less.<br/>* Counter target red or green spell with mana value 6 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Destroy Evil<div><div>1W</div><div>W</div></div></div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with toughness 4 or greater.<br/>* Destroy target enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                   | <div><div>Destroy Evil<div><div>1W</div><div>W</div></div></div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with toughness 4 or greater.<br/>* Destroy target enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                   | <div><div>High Noon<div><div>1W</div><div>W</div></div></div><div>Enchantment</div><div>Each player can't cast more than one spell each turn.<br/>{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>                                                              |

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| <div> <div>High Noon</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>Each player can't cast more than one spell each turn.</p> <p>{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                        | <div> <div>High Noon</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>Each player can't cast more than one spell each turn.</p> <p>{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                        | <div> <div>Jace, the Perfected Mind</div> <div> <div>2</div> <div>U</div> <div>UP</div> </div> </div> <div> <div> <div>Legendary Planeswalker -- Jace</div> <div> <p>Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)</p> <p>[+1]: Until your next turn, up to one target creature gets -3/-0.</p> <p>[-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card.</p> <p>[-X]: Target player mills three times X cards.</p> <p>[sideboard]</p> </div> <div> <div>L 5</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Jace, the Perfected Mind</div> <div> <div>2</div> <div>U</div> <div>UP</div> </div> </div> <div> <div> <div>Legendary Planeswalker -- Jace</div> <div> <p>Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)</p> <p>[+1]: Until your next turn, up to one target creature gets -3/-0.</p> <p>[-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card.</p> <p>[-X]: Target player mills three times X cards.</p> <p>[sideboard]</p> </div> <div> <div>L 5</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Kutzil's Flanker</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div> <div>Creature -- Cat Warrior</div> <div> <p>Flash</p> <p>When this creature enters, choose one --</p> <p>* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.</p> <p>* You gain 2 life and scry 2.</p> <p>* Exile target player's graveyard.</p> <p>[sideboard]</p> </div> <div> <div>3/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Kutzil's Flanker</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div> <div>Creature -- Cat Warrior</div> <div> <p>Flash</p> <p>When this creature enters, choose one --</p> <p>* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.</p> <p>* You gain 2 life and scry 2.</p> <p>* Exile target player's graveyard.</p> <p>[sideboard]</p> </div> <div> <div>3/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Overlord of the Mistmoors</div> <div> <div>5</div> <div>W</div> <div>W</div> </div> </div> <div> <div> <div>Enchantment Creature -- Avatar Horror</div> <div> <p>Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</p> <p>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</p> <p>[sideboard]</p> </div> <div> <div>6/6</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                    | <div> <div>Tishana's Tidebinder</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div> <div>Creature -- Merfolk Wizard</div> <div> <p>Flash</p> <p>When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)</p> <p>[sideboard]</p> </div> <div> <div>3/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                        |

Playtest cards - xRagedFurballx - Standard (Standard Challenge 32)

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

## Tishana's Tidebinder (2)(U)

Creature -- Merfolk Wizard

Flash  
When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)

[sideboard]

3/2

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## Wilt-Leaf Liege (1)(G/W)(G/W)(G/W)

Creature -- Elf Knight

({G/W} can be paid with either {G} or {W}.)  
Other green creatures you control get +1/+1.  
Other white creatures you control get +1/+1.  
If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.

[sideboard]

4/4

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## Wilt-Leaf Liege (1)(G/W)(G/W)(G/W)

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[sideboard]

4/4

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