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| <div><div><b>Blooming Marsh</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                 | <div><div><b>Blooming Marsh</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                | <div><div><b>Blooming Marsh</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                | <div><div><b>Blooming Marsh</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                |
| <div><div><b>Boseiju, Who Endures</b></div><div>Legendary Land</div><div>{T}: Add {G}.<br/>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Cavern of Souls</b></div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Cavern of Souls</b></div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Cavern of Souls</b></div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Cavern of Souls</b><br><hr/> Land<br><hr/> <p>As this land enters, choose a creature type.<br/> {T}: Add {C}.<br/> {T}: Add one mana of any color.<br/> Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p>                                                                           | <b>Chord of Calling</b> (X)(G)(G)(G)<br><hr/> Instant<br><hr/> <p>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)<br/> Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p> | <b>Chord of Calling</b> (X)(G)(G)(G)<br><hr/> Instant<br><hr/> <p>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)<br/> Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p> | <b>Chord of Calling</b> (X)(G)(G)(G)<br><hr/> Instant<br><hr/> <p>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)<br/> Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p> |
| 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                                                                                                                                                                                                                                                                                         |
| <b>Chord of Calling</b> (X)(G)(G)(G)<br><hr/> Instant<br><hr/> <p>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)<br/> Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p> | <b>Collected Company</b> (3)(G)<br><hr/> Instant<br><hr/> <p>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</p>                                                                             | <b>Collected Company</b> (3)(G)<br><hr/> Instant<br><hr/> <p>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</p>                                                                             | <b>Collected Company</b> (3)(G)<br><hr/> Instant<br><hr/> <p>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</p>                                                                             |
| 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                                                                                                                                                                                                                                                                                         |

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| <div> <div>Collected Company</div> <div> <div>3</div> <div>6</div> </div> </div> <div>Instant</div> <div> <p>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</p> </div> <div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Dwynen's Elite</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Creature -- Elf Warrior</div> <div> <p>When this creature enters, if you control another Elf, create a 1/1 green Elf Warrior creature token.</p> </div> <div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                  | <div> <div>Dwynen's Elite</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Creature -- Elf Warrior</div> <div> <p>When this creature enters, if you control another Elf, create a 1/1 green Elf Warrior creature token.</p> </div> <div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                  | <div> <div>Dwynen's Elite</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Creature -- Elf Warrior</div> <div> <p>When this creature enters, if you control another Elf, create a 1/1 green Elf Warrior creature token.</p> </div> <div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                  |
| <div> <div>Dwynen's Elite</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Creature -- Elf Warrior</div> <div> <p>When this creature enters, if you control another Elf, create a 1/1 green Elf Warrior creature token.</p> </div> <div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                               | <div> <div>Elvish Clancaller</div> <div> <div>6</div> <div>6</div> </div> </div> <div>Creature -- Elf Druid</div> <div> <p>Other Elves you control get +1/+1. {4}{G}{G}, {T}: Search your library for a card named Elvish Clancaller, put it onto the battlefield, then shuffle.</p> </div> <div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Elvish Clancaller</div> <div> <div>6</div> <div>6</div> </div> </div> <div>Creature -- Elf Druid</div> <div> <p>Other Elves you control get +1/+1. {4}{G}{G}, {T}: Search your library for a card named Elvish Clancaller, put it onto the battlefield, then shuffle.</p> </div> <div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Elvish Clancaller</div> <div> <div>6</div> <div>6</div> </div> </div> <div>Creature -- Elf Druid</div> <div> <p>Other Elves you control get +1/+1. {4}{G}{G}, {T}: Search your library for a card named Elvish Clancaller, put it onto the battlefield, then shuffle.</p> </div> <div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

Playtest cards - Ostrem, John - Pioneer (NRG Series \$5,000 Showdown - Chicagoland, Illinois

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

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.

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| <div> <div> <b>Elvish Clancaller</b> <span>66</span> </div> <div>           Creature -- Elf Druid         </div> <div> <p>Other Elves you control get +1/+1. {4}{G}{G}, {T}: Search your library for a card named Elvish Clancaller, put it onto the battlefield, then shuffle.</p> </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Elvish Mystic</b> <span>6</span> </div> <div>           Creature -- Elf Druid         </div> <div> <p>{T}: Add {G}.</p> </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                                                                                                                                                                                         | <div> <div> <b>Elvish Mystic</b> <span>6</span> </div> <div>           Creature -- Elf Druid         </div> <div> <p>{T}: Add {G}.</p> </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                                                                                                                                                                                         | <div> <div> <b>Elvish Mystic</b> <span>6</span> </div> <div>           Creature -- Elf Druid         </div> <div> <p>{T}: Add {G}.</p> </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                                                                                                                                                                                         |
| <div> <div> <b>Elvish Mystic</b> <span>6</span> </div> <div>           Creature -- Elf Druid         </div> <div> <p>{T}: Add {G}.</p> </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                                                                                                              | <div> <div> <b>Elvish Warmaster</b> <span>16</span> </div> <div>           Creature -- Elf Warrior         </div> <div> <p>Whenever one or more other Elves you control enter, create a 1/1 green Elf Warrior creature token. This ability triggers only once each turn.<br/>{5}{G}{G}: Elves you control get +2/+2 and gain deathtouch until end of turn.</p> </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Elvish Warmaster</b> <span>16</span> </div> <div>           Creature -- Elf Warrior         </div> <div> <p>Whenever one or more other Elves you control enter, create a 1/1 green Elf Warrior creature token. This ability triggers only once each turn.<br/>{5}{G}{G}: Elves you control get +2/+2 and gain deathtouch until end of turn.</p> </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Elvish Warmaster</b> <span>16</span> </div> <div>           Creature -- Elf Warrior         </div> <div> <p>Whenever one or more other Elves you control enter, create a 1/1 green Elf Warrior creature token. This ability triggers only once each turn.<br/>{5}{G}{G}: Elves you control get +2/+2 and gain deathtouch until end of turn.</p> </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> |

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| <b>Elvish Warmaster</b> 1 6<br>Creature -- Elf Warrior<br>Whenever one or more other Elves you control enter, create a 1/1 green Elf Warrior creature token. This ability triggers only once each turn.<br>{5}{G}{G}: Elves you control get +2/+2 and gain deathtouch until end of turn.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                            | <b>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                            | <b>Jaspera Sentinel</b> 6<br>Creature -- Elf Rogue<br>Reach<br>{T}, Tap an untapped creature you control: Add one mana of any color.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                      |
| <b>Jaspera Sentinel</b> 6<br>Creature -- Elf Rogue<br>Reach<br>{T}, Tap an untapped creature you control: Add one mana of any color.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                     | <b>Jaspera Sentinel</b> 6<br>Creature -- Elf Rogue<br>Reach<br>{T}, Tap an untapped creature you control: Add one mana of any color.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Jaspera Sentinel</b> 6<br>Creature -- Elf Rogue<br>Reach<br>{T}, Tap an untapped creature you control: Add one mana of any color.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Leaf-Crowned Visionary</b> 6 6<br>Creature -- Elf Druid<br>Other Elves you control get +1/+1. Whenever you cast an Elf spell, you may pay {G}. If you do, draw a card.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |



Other Elves you control get +1/+1. Whenever you cast an Elf spell, you may pay {G}. If you do, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

GG

Other Elves you control get +1/+1. Whenever you cast an Elf spell, you may pay {G}. If you do, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

GG

Other Elves you control get +1/+1. Whenever you cast an Elf spell, you may pay {G}. If you do, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div>Razorverge Thicket</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                           | <div>Razorverge Thicket</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                           | <div>Razorverge Thicket</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                        | <div>Secluded Courtyard</div> <div>Land</div> <div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <div>Secluded Courtyard</div> <div>Land</div> <div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Secluded Courtyard</div> <div>Land</div> <div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Shaman of the Pack ①②③</div> <div>Creature -- Elf Shaman</div> <div>When this creature enters, target opponent loses life equal to the number of Elves you control.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Shaman of the Pack ①②③</div> <div>Creature -- Elf Shaman</div> <div>When this creature enters, target opponent loses life equal to the number of Elves you control.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                    |

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| <p><b>Shaman of the Pack</b> ①②③</p> <p>Creature -- Elf Shaman</p> <p>When this creature enters, target opponent loses life equal to the number of Elves you control.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                               | <p><b>Shaman of the Pack</b> ①②③</p> <p>Creature -- Elf Shaman</p> <p>When this creature enters, target opponent loses life equal to the number of Elves you control.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                             | <p><b>Tyvar, the Pummeler</b> ①②③</p> <p>Legendary Creature -- Elf Warrior</p> <p>Tap another untapped creature you control: Tyvar gains indestructible until end of turn. Tap it.<br/>{3}{6}{6}: Creatures you control get +X/+X until end of turn, where X is the greatest power among creatures you control.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Tyvar, the Pummeler</b> ①②③</p> <p>Legendary Creature -- Elf Warrior</p> <p>Tap another untapped creature you control: Tyvar gains indestructible until end of turn. Tap it.<br/>{3}{6}{6}: Creatures you control get +X/+X until end of turn, where X is the greatest power among creatures you control.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Guardian of Faith</b> ①④④</p> <p>Creature -- Spirit Knight</p> <p>Flash<br/>Vigilance<br/>When this creature enters, any number of other target creatures you control phase out. (Treat them and anything attached to them as though they don't exist until their controller's next turn.)</p> <p>[sideboard]</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Pause for Reflection</b> ②③</p> <p>Instant</p> <p>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)<br/>Prevent all combat damage that would be dealt this turn.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Pause for Reflection</b> ②③</p> <p>Instant</p> <p>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)<br/>Prevent all combat damage that would be dealt this turn.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                               | <p><b>Phyrexian Revoker</b> ②</p> <p>Artifact Creature -- Phyrexian Horror</p> <p>As this creature enters, choose a nonland card name.<br/>Activated abilities of sources with the chosen name can't be activated.</p> <p>[sideboard]</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                           |

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| <b>Reclamation Sage</b> ②⑥<br>Creature -- Elf Shaman<br>When this creature enters, you may destroy target artifact or enchantment.<br>[sideboard]<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                        | <b>Reclamation Sage</b> ②⑥<br>Creature -- Elf Shaman<br>When this creature enters, you may destroy target artifact or enchantment.<br>[sideboard]<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                        | <b>Selfless Spirit</b> ①W<br>Creature -- Spirit Cleric<br>Flying<br>Sacrifice this creature: Creatures you control gain indestructible until end of turn.<br>[sideboard]<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                         | <b>Sentinel of Lost Lore</b> ①⑥⑥<br>Creature -- Elf Knight<br>When this creature enters, choose one or more --<br>* Return target card you own in exile that has an Adventure to your hand.<br>* Put target card you don't own in exile that has an Adventure on the bottom of its owner's library.<br>* Exile target player's graveyard.<br>[sideboard]<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Sentinel of Lost Lore</b> ①⑥⑥<br>Creature -- Elf Knight<br>When this creature enters, choose one or more --<br>* Return target card you own in exile that has an Adventure to your hand.<br>* Put target card you don't own in exile that has an Adventure on the bottom of its owner's library.<br>* Exile target player's graveyard.<br>[sideboard]<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Sentinel of Lost Lore</b> ①⑥⑥<br>Creature -- Elf Knight<br>When this creature enters, choose one or more --<br>* Return target card you own in exile that has an Adventure to your hand.<br>* Put target card you don't own in exile that has an Adventure on the bottom of its owner's library.<br>* Exile target player's graveyard.<br>[sideboard]<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Soulless Jailer</b> ②<br>Artifact Creature -- Phyrexian Golem<br>Permanent cards in graveyards can't enter the battlefield.<br>Players can't cast noncreature spells from graveyards or exile.<br>[sideboard]<br><div>0/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Thoughtseize</b> B<br>Sorcery<br>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                |

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| <div> <b>Thoughtseize</b> <span>(B)</span> </div> <div> Sorcery </div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Werefox Bodyguard</b> <span>(1)(W)(W)</span> </div> <div> Creature -- Elf Fox Knight </div> <div> <p>Flash</p> <p>When this creature enters, exile up to one other target non-Fox creature until this creature leaves the battlefield.</p> <p>{1}{W}, Sacrifice this creature: You gain 2 life.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Werefox Bodyguard</b> <span>(1)(W)(W)</span> </div> <div> Creature -- Elf Fox Knight </div> <div> <p>Flash</p> <p>When this creature enters, exile up to one other target non-Fox creature until this creature leaves the battlefield.</p> <p>{1}{W}, Sacrifice this creature: You gain 2 life.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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