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| <div> <div>Brushland</div> <div>Land</div> <div> { T } : Add { C } .<br/> { T } : Add { G } or { W } . This land deals 1 damage to you. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                       | <div> <div>Brushland</div> <div>Land</div> <div> { T } : Add { C } .<br/> { T } : Add { G } or { W } . This land deals 1 damage to you. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                       | <div> <div>Brushland</div> <div>Land</div> <div> { T } : Add { C } .<br/> { T } : Add { G } or { W } . This land deals 1 damage to you. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                            | <div> <div>Brushland</div> <div>Land</div> <div> { T } : Add { C } .<br/> { T } : Add { G } or { W } . This land deals 1 damage to you. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                            |
| <div> <div> <div>Cankerbloom</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Creature -- Phyrexian Fungus</div> <div> { 1 } , Sacrifice this creature: Choose one --<br/> * Destroy target artifact.<br/> * Destroy target enchantment.<br/> * Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) </div> <div> <div>3/2</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <div>Cankerbloom</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Creature -- Phyrexian Fungus</div> <div> { 1 } , Sacrifice this creature: Choose one --<br/> * Destroy target artifact.<br/> * Destroy target enchantment.<br/> * Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) </div> <div> <div>3/2</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <div>Collector's Cage</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Artifact</div> <div> Hideaway 5 (When this artifact enters, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)<br/> { 1 } , { T } : Put a +1/+1 counter on target creature you control. Then if you control three or more creatures with different powers, you may play the exiled card without paying its mana cost. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <div>Collector's Cage</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Artifact</div> <div> Hideaway 5 (When this artifact enters, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)<br/> { 1 } , { T } : Put a +1/+1 counter on target creature you control. Then if you control three or more creatures with different powers, you may play the exiled card without paying its mana cost. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div><div>Collector's Cage</div><div><div>1</div><div>W</div></div></div> <div><div>Artifact</div><div>Hideaway 5 (When this artifact enters, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)<br/>{1}, {T}: Put a +1/+1 counter on target creature you control. Then if you control three or more creatures with different powers, you may play the exiled card without paying its mana cost.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Collector's Cage</div><div><div>1</div><div>W</div></div></div> <div><div>Artifact</div><div>Hideaway 5 (When this artifact enters, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)<br/>{1}, {T}: Put a +1/+1 counter on target creature you control. Then if you control three or more creatures with different powers, you may play the exiled card without paying its mana cost.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Forest</div></div> <div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                    | <div><div>Forest</div></div> <div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                    |
| <div><div>Forest</div></div> <div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                              | <div><div>Forest</div></div> <div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                              | <div><div>Get Lost</div><div><div>1</div><div>W</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Get Lost</div><div><div>1</div><div>W</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div> <div>Hushwood Verge</div> <div>Land</div> <div>           {T}: Add {G}.<br/>           {T}: Add {W}. Activate only if you control a Forest or a Plains.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div>Hushwood Verge</div> <div>Land</div> <div>           {T}: Add {G}.<br/>           {T}: Add {W}. Activate only if you control a Forest or a Plains.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div>Hushwood Verge</div> <div>Land</div> <div>           {T}: Add {G}.<br/>           {T}: Add {W}. Activate only if you control a Forest or a Plains.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div>Hushwood Verge</div> <div>Land</div> <div>           {T}: Add {G}.<br/>           {T}: Add {W}. Activate only if you control a Forest or a Plains.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |
| <div> <div>           Llanowar Elves           6         </div> <div>Creature -- Elf Druid</div> <div>           {T}: Add {G}.         </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>    | <div> <div>           Llanowar Elves           6         </div> <div>Creature -- Elf Druid</div> <div>           {T}: Add {G}.         </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>    | <div> <div>           Llanowar Elves           6         </div> <div>Creature -- Elf Druid</div> <div>           {T}: Add {G}.         </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>    | <div> <div>           Llanowar Elves           6         </div> <div>Creature -- Elf Druid</div> <div>           {T}: Add {G}.         </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>    |

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| <div>Mirrex</div> <div>Land -- Sphere</div> <div> { T } : Add { C } .<br/> { T } : Add one mana of any color .<br/> Activate only if this land entered this turn .<br/> { 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 . ) </div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</div>                                                                                  | <div>Mirrex</div> <div>Land -- Sphere</div> <div> { T } : Add { C } .<br/> { T } : Add one mana of any color .<br/> Activate only if this land entered this turn .<br/> { 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 . ) </div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</div>                                                                                  | <div>Overlord of the Mistmoors 5WW</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>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</div> | <div>Overlord of the Mistmoors 5WW</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>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</div> |
| <div>Overlord of the Mistmoors 5WW</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>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</div> | <div>Overlord of the Mistmoors 5WW</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>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</div> | <div>Pawpatch Recruit 6</div> <div>Creature -- Rabbit Warrior</div> <div> Offspring { 2 } ( You may pay an additional { 2 } as you cast this spell . If you do , when this creature enters , create a 1 / 1 token copy of it . )<br/> Trample<br/> Whenever a creature you control becomes the target of a spell or ability an opponent controls , put a +1 / +1 counter on target creature you control other than that creature . </div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</div>                       | <div>Pawpatch Recruit 6</div> <div>Creature -- Rabbit Warrior</div> <div> Offspring { 2 } ( You may pay an additional { 2 } as you cast this spell . If you do , when this creature enters , create a 1 / 1 token copy of it . )<br/> Trample<br/> Whenever a creature you control becomes the target of a spell or ability an opponent controls , put a +1 / +1 counter on target creature you control other than that creature . </div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</div>                       |

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| <b>Pawpatch Recruit</b> <span>6</span><br><hr/> Creature -- Rabbit Warrior<br><hr/> Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br>Trample<br>Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.<br><div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Pawpatch Recruit</b> <span>6</span><br><hr/> Creature -- Rabbit Warrior<br><hr/> Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br>Trample<br>Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.<br><div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Plains</b><br><hr/> Basic Land -- Plains<br><hr/> ({T}: Add {W}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                          | <b>Plains</b><br><hr/> Basic Land -- Plains<br><hr/> ({T}: Add {W}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                          |
| <b>Plains</b><br><hr/> Basic Land -- Plains<br><hr/> ({T}: Add {W}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                    | <b>Razorverge Thicket</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {G} or {W}.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                           | <b>Razorverge Thicket</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {G} or {W}.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Razorverge Thicket</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {G} or {W}.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <b>Razorverge Thicket</b><br><hr/> Land<br><hr/> <p>This land enters tapped unless you control two or fewer other lands.<br/> {T}: Add {G} or {W}.</p>                                                                                                                                                 | <b>Restless Prairie</b><br><hr/> Land<br><hr/> <p>This land enters tapped.<br/> {T}: Add {G} or {W}.<br/> {2}{G}{W}: This land becomes a 3/3 green and white Llama creature until end of turn. It's still a land.<br/> Whenever this land attacks, other creatures you control get +1/+1 until end of turn.</p> | <b>Restless Prairie</b><br><hr/> Land<br><hr/> <p>This land enters tapped.<br/> {T}: Add {G} or {W}.<br/> {2}{G}{W}: This land becomes a 3/3 green and white Llama creature until end of turn. It's still a land.<br/> Whenever this land attacks, other creatures you control get +1/+1 until end of turn.</p> | <b>Restless Prairie</b><br><hr/> Land<br><hr/> <p>This land enters tapped.<br/> {T}: Add {G} or {W}.<br/> {2}{G}{W}: This land becomes a 3/3 green and white Llama creature until end of turn. It's still a land.<br/> Whenever this land attacks, other creatures you control get +1/+1 until end of turn.</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>Sandstorm Salvager</b> (2)(6)<br><hr/> Creature -- Human Artificer<br><hr/> <p>When this creature enters, create a 3/3 colorless Golem artifact creature token.<br/> {2}, {T}: Put a +1/+1 counter on each creature token you control.<br/> They gain trample until end of turn.</p> <div>1/1</div> | <b>Sandstorm Salvager</b> (2)(6)<br><hr/> Creature -- Human Artificer<br><hr/> <p>When this creature enters, create a 3/3 colorless Golem artifact creature token.<br/> {2}, {T}: Put a +1/+1 counter on each creature token you control.<br/> They gain trample until end of turn.</p> <div>1/1</div>          | <b>Sandstorm Salvager</b> (2)(6)<br><hr/> Creature -- Human Artificer<br><hr/> <p>When this creature enters, create a 3/3 colorless Golem artifact creature token.<br/> {2}, {T}: Put a +1/+1 counter on each creature token you control.<br/> They gain trample until end of turn.</p> <div>1/1</div>          | <b>Sandstorm Salvager</b> (2)(6)<br><hr/> Creature -- Human Artificer<br><hr/> <p>When this creature enters, create a 3/3 colorless Golem artifact creature token.<br/> {2}, {T}: Put a +1/+1 counter on each creature token you control.<br/> They gain trample until end of turn.</p> <div>1/1</div>          |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                  | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                           | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                           | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                           |

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| <b>Sanguine Evangelist</b> (2)(W)<br>Creature -- Vampire Cleric<br>Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)<br>When this creature enters or dies, create a 1/1 black Bat creature token with flying.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                      | <b>Sanguine Evangelist</b> (2)(W)<br>Creature -- Vampire Cleric<br>Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)<br>When this creature enters or dies, create a 1/1 black Bat creature token with flying.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                      | <b>Sanguine Evangelist</b> (2)(W)<br>Creature -- Vampire Cleric<br>Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)<br>When this creature enters or dies, create a 1/1 black Bat creature token with flying.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev           | <b>Sanguine Evangelist</b> (2)(W)<br>Creature -- Vampire Cleric<br>Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)<br>When this creature enters or dies, create a 1/1 black Bat creature token with flying.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev           |
| <b>Seraphic Steed</b> (G)(W)<br>Creature -- Unicorn Mount<br>First strike, lifelink<br>Whenever this creature attacks while saddled, create a 3/3 white Angel creature token with flying.<br>Saddle 4 (Tap any number of other creatures you control with total power 4 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Seraphic Steed</b> (G)(W)<br>Creature -- Unicorn Mount<br>First strike, lifelink<br>Whenever this creature attacks while saddled, create a 3/3 white Angel creature token with flying.<br>Saddle 4 (Tap any number of other creatures you control with total power 4 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Sheltered by Ghosts</b> (1)(W)<br>Enchantment -- Aura<br>Enchant creature you control<br>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br>Enchanted creature gets +1/+0 and has lifelink and ward {2}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Sheltered by Ghosts</b> (1)(W)<br>Enchantment -- Aura<br>Enchant creature you control<br>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br>Enchanted creature gets +1/+0 and has lifelink and ward {2}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div> <b>Sheltered by Ghosts</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Enchantment -- Aura         </div> <div>           Enchant creature you control<br/>           When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br/>           Enchanted creature gets +1/+0 and has lifelink and ward {2}.         </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                   | <div> <b>Toby, Beastie Befriender</b> <div> <div>2</div> <div>W</div> </div> </div> <div>           Legendary Creature -- Human Wizard         </div> <div>           When Toby enters, create a 4/4 white Beast creature token with "This token can't attack or block alone." As long as you control four or more creature tokens, creature tokens you control have flying.         </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                   | <div> <b>Wilt-Leaf Liege</b> <div> <div>1</div> <div>G/W</div> <div>G/W</div> <div>G/W</div> </div> </div> <div>           Creature -- Elf Knight         </div> <div>           ({G/W} can be paid with either {G} or {W}.)<br/>           Other green creatures you control get +1/+1.<br/>           Other white creatures you control get +1/+1.<br/>           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.         </div> <div> <div>4/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Wilt-Leaf Liege</b> <div> <div>1</div> <div>G/W</div> <div>G/W</div> <div>G/W</div> </div> </div> <div>           Creature -- Elf Knight         </div> <div>           ({G/W} can be paid with either {G} or {W}.)<br/>           Other green creatures you control get +1/+1.<br/>           Other white creatures you control get +1/+1.<br/>           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.         </div> <div> <div>4/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>   |
| <div> <b>Aven Interrupter</b> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div>           Creature -- Bird Rogue         </div> <div>           Flash<br/>           Flying<br/>           When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)<br/>           Spells your opponents cast from graveyards or from exile cost {2} more to cast.<br/><br/>           [sideboard]         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Aven Interrupter</b> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div>           Creature -- Bird Rogue         </div> <div>           Flash<br/>           Flying<br/>           When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)<br/>           Spells your opponents cast from graveyards or from exile cost {2} more to cast.<br/><br/>           [sideboard]         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Aven Interrupter</b> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div>           Creature -- Bird Rogue         </div> <div>           Flash<br/>           Flying<br/>           When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)<br/>           Spells your opponents cast from graveyards or from exile cost {2} more to cast.<br/><br/>           [sideboard]         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                         | <div> <b>Beza, the Bounding Spring</b> <div> <div>2</div> <div>W</div> <div>W</div> </div> </div> <div>           Legendary Creature -- Elemental Elk         </div> <div>           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.<br/><br/>           [sideboard]         </div> <div> <div>4/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

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| <div> <div>Beza, the Bounding Spring (2)(W)(W)</div> <div> <div>Legendary Creature -- Elemental Elk</div> <div> <p>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.</p> <div>[sideboard]</div> <div>4/5</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                    | <div> <div>Elspeth's Smite (W)</div> <div> <div>Instant</div> <div> <p>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.</p> <div>[sideboard]</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | <div> <div>Elspeth's Smite (W)</div> <div> <div>Instant</div> <div> <p>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.</p> <div>[sideboard]</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                | <div> <div>Invasion of Gobakhan (1)(W)</div> <div> <div>Battle -- Siege</div> <div> <p>(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.</p> <div>[sideboard]</div> <div>D 3</div> </div> <div>----- BACK FACE -----</div> <div> <div>Lightshield Array</div> <div> <div>Enchantment</div> <div> <p>At the beginning of your end step, put a +1/+1 counter on each creature that attacked this turn. Sacrifice this enchantment: Creatures you control gain hexproof and indestructible until end of turn.</p> </div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |
| <div> <div>Invasion of Gobakhan (1)(W)</div> <div> <div>Battle -- Siege</div> <div> <p>(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.</p> <div>[sideboard]</div> <div>D 3</div> </div> <div>----- BACK FACE -----</div> <div> <div>Lightshield Array</div> <div> <div>Enchantment</div> <div> <p>At the beginning of your end step, put a +1/+1 counter on each creature that attacked this turn. Sacrifice this enchantment: Creatures you control gain hexproof and indestructible until end of turn.</p> </div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Invasion of Gobakhan (1)(W)</div> <div> <div>Battle -- Siege</div> <div> <p>(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.</p> <div>[sideboard]</div> <div>D 3</div> </div> <div>----- BACK FACE -----</div> <div> <div>Lightshield Array</div> <div> <div>Enchantment</div> <div> <p>At the beginning of your end step, put a +1/+1 counter on each creature that attacked this turn. Sacrifice this enchantment: Creatures you control gain hexproof and indestructible until end of turn.</p> </div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Sheltered by Ghosts (1)(W)</div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}.</p> <div>[sideboard]</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Split Up (1)(W)(W)</div> <div> <div>Sorcery</div> <div> <p>Choose one --<br/>           * Destroy all tapped creatures.<br/>           * Destroy all untapped creatures.</p> <div>[sideboard]</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |

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| <div> Split Up 1W </div> <div> Sorcery </div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Destroy all tapped creatures.</li> <li>* Destroy all untapped creatures.</li> </ul> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Wilt-Leaf Liege 1G/WG/WG/W </div> <div> Creature -- Elf Knight </div> <div> ({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. </div> <div> [sideboard] </div> <div> 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Wilt-Leaf Liege 1G/WG/WG/W </div> <div> Creature -- Elf Knight </div> <div> ({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. </div> <div> [sideboard] </div> <div> 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |  |
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