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| <div><div><b>Battlefield Forge</b></div><div>Land</div><div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {W}. This land deals 1 damage to you.</div></div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                          | <div><div><b>Battlefield Forge</b></div><div>Land</div><div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {W}. This land deals 1 damage to you.</div></div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                          | <div><div><b>Battlefield Forge</b></div><div>Land</div><div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {W}. This land deals 1 damage to you.</div></div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                          | <div><div><b>Caretaker's Talent</b><div>2W</div></div><div>Enchantment -- Class</div><div><div>(Gain the next level as a sorcery to add its ability.)</div><div>Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn.</div><div>{W}: Level 2</div><div>When this Class becomes level 2, create a token that's a copy of target token you control.</div><div>{3}{W}: Level 3</div><div>Creature tokens you control get +2/+2.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><b>Caretaker's Talent</b><div>2W</div></div><div>Enchantment -- Class</div><div><div>(Gain the next level as a sorcery to add its ability.)</div><div>Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn.</div><div>{W}: Level 2</div><div>When this Class becomes level 2, create a token that's a copy of target token you control.</div><div>{3}{W}: Level 3</div><div>Creature tokens you control get +2/+2.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Caretaker's Talent</b><div>2W</div></div><div>Enchantment -- Class</div><div><div>(Gain the next level as a sorcery to add its ability.)</div><div>Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn.</div><div>{W}: Level 2</div><div>When this Class becomes level 2, create a token that's a copy of target token you control.</div><div>{3}{W}: Level 3</div><div>Creature tokens you control get +2/+2.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Caretaker's Talent</b><div>2W</div></div><div>Enchantment -- Class</div><div><div>(Gain the next level as a sorcery to add its ability.)</div><div>Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn.</div><div>{W}: Level 2</div><div>When this Class becomes level 2, create a token that's a copy of target token you control.</div><div>{3}{W}: Level 3</div><div>Creature tokens you control get +2/+2.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Carrot Cake</b><div>1W</div></div><div>Artifact -- Food</div><div><div>When this artifact enters and when you sacrifice it, create a 1/1 white Rabbit creature token and scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div><div>{2}, {T}, Sacrifice this artifact: You gain 3 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                      |

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| <div><div><div>Dusk Rose Reliquary</div><div><div>W</div></div></div><div>Artifact</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature. Ward {2} When this artifact enters, exile target artifact or creature an opponent controls until this artifact leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    | <div><div><div>Elegant Parlor</div></div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.) This land enters tapped. When this land enters, surveil 1. (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>Elegant Parlor</div></div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.) This land enters tapped. When this land enters, surveil 1. (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>Elegant Parlor</div></div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.) This land enters tapped. When this land enters, surveil 1. (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>                                                                     |

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| <div><div>Elegant Parlor</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.)<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>Fountainport</div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice a token: Draw a card.<br/>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br/>{4}, {T}: Create a Treasure token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                       | <div><div>Fountainport</div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice a token: Draw a card.<br/>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br/>{4}, {T}: Create a Treasure token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                       | <div><div>Fountainport</div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice a token: Draw a card.<br/>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br/>{4}, {T}: Create a Treasure token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                       |
| <div><div>Fountainport</div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice a token: Draw a card.<br/>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br/>{4}, {T}: Create a Treasure token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           | <div><div>Get Lost</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Get Lost</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Get Lost</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>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>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>High Noon</div><div><div>1</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Inspiring Vantage</div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>         | <div><div>Inspiring Vantage</div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>         |
| <div><div>Inspiring Vantage</div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                    | <div><div>Lightning Helix</div><div><div>R</div><div>W</div></div></div> <div>Instant</div> <div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                            | <div><div>Lightning Helix</div><div><div>R</div><div>W</div></div></div> <div>Instant</div> <div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Lightning Helix</div><div><div>R</div><div>W</div></div></div> <div>Instant</div> <div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Lightning Helix</div><div><div>R</div><div>W</div></div></div><div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                             | <div><div><div>Mirrex</div></div><div><div>Land -- Sphere</div><div><div><div><div>{T}: Add {C}.</div><div>{T}: Add one mana of any color.</div><div>Activate only if this land entered this turn.</div><div>{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></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                       | <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div><div><div>{T}: Add {R}.</div></div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div><div><div>{T}: Add {R}.</div></div></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>Enchantment Creature -- Avatar Horror</div><div><div>Impending 4--<div><div>{2}</div><div>{W}</div><div>{W}</div></div> (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.)</div><div>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</div></div><div><div>6/6</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Overlord of the Mistmoors</div><div><div>5</div><div>W</div><div>W</div></div></div><div><div>Enchantment Creature -- Avatar Horror</div><div><div>Impending 4--<div><div>{2}</div><div>{W}</div><div>{W}</div></div> (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.)</div><div>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</div></div><div><div>6/6</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Plains</div></div><div><div>Basic Land -- Plains</div><div><div><div>{T}: Add {W}.</div></div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>     | <div><div><div>Plains</div></div><div><div>Basic Land -- Plains</div><div><div><div>{T}: Add {W}.</div></div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</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>Sunfall</div> <div>Sorcery</div> <div>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sunfall</div> <div>Sorcery</div> <div>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Sunfall</div> <div>Sorcery</div> <div>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sunfall</div> <div>Sorcery</div> <div>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sunken Citadel</div> <div>Land -- Cave</div> <div>This land enters tapped. As it enters, choose a color.<br/>{T}: Add one mana of the chosen color.<br/>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                | <div>Sunken Citadel</div> <div>Land -- Cave</div> <div>This land enters tapped. As it enters, choose a color.<br/>{T}: Add one mana of the chosen color.<br/>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                |

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| <b>Sunken Citadel</b><br><hr/> Land -- Cave<br><hr/> <p>This land enters tapped. As it enters, choose a color.<br/> {T}: Add one mana of the chosen color.<br/> {T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</p>                                                                                                                                                      | <b>Sunken Citadel</b><br><hr/> Land -- Cave<br><hr/> <p>This land enters tapped. As it enters, choose a color.<br/> {T}: Add one mana of the chosen color.<br/> {T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</p>                                                                                                                                                      | <b>Torch the Tower</b> <span>(R)</span><br><hr/> Instant<br><hr/> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/> Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/> If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> | <b>Torch the Tower</b> <span>(R)</span><br><hr/> Instant<br><hr/> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/> Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/> If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> |
| <b>Torch the Tower</b> <span>(R)</span><br><hr/> Instant<br><hr/> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/> Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/> If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> | <b>Torch the Tower</b> <span>(R)</span><br><hr/> Instant<br><hr/> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/> Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/> If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> | <b>Urabrask's Forge</b> <span>(2)(R)</span><br><hr/> Artifact<br><hr/> <p>At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.</p>                                                              | <b>Urabrask's Forge</b> <span>(2)(R)</span><br><hr/> Artifact<br><hr/> <p>At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.</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> <b>Urabrask's Forge</b> <span>2R</span> </div> <div>Artifact</div> <div> <p>At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                     | <div> <b>Urabrask's Forge</b> <span>2R</span> </div> <div>Artifact</div> <div> <p>At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>         | <div> <b>Virtue of Loyalty</b> <span>3WW</span> </div> <div>Enchantment</div> <div> <p>At the beginning of your end step, put a +1/+1 counter on each creature you control. Untap those creatures.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                           | <div> <b>Virtue of Loyalty</b> <span>3WW</span> </div> <div>Enchantment</div> <div> <p>At the beginning of your end step, put a +1/+1 counter on each creature you control. Untap those creatures.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                           |
| <div> <b>Archangel Elspeth</b> <span>2WW</span> </div> <div>Legendary Planeswalker -- Elspeth</div> <div> <p>[+1]: Create a 1/1 white Soldier creature token with lifelink.<br/> [-2]: Put two +1/+1 counters on target creature. It becomes an Angel in addition to its other types and gains flying.<br/> [-6]: Return all nonland permanent cards with mana value 3 or less from your graveyard to the battlefield.</p> </div> <div> <div>[sideboard]</div> <div> <div>L 4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Boon-Bringer Valkyrie</b> <span>3WW</span> </div> <div>Creature -- Angel Warrior</div> <div> <p>Backup 1 (When this creature enters, put a +1/+1 counter on target creature. If that's another creature, it gains the following abilities until end of turn.)<br/> Flying, first strike, lifelink</p> </div> <div> <div>[sideboard]</div> <div> <div>4/4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Brotherhood's End</b> <span>1RR</span> </div> <div>Sorcery</div> <div> <p>Choose one --<br/> * Brotherhood's End deals 3 damage to each creature and each planeswalker.<br/> * Destroy all artifacts with mana value 3 or less.</p> </div> <div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <b>Brotherhood's End</b> <span>1RR</span> </div> <div>Sorcery</div> <div> <p>Choose one --<br/> * Brotherhood's End deals 3 damage to each creature and each planeswalker.<br/> * Destroy all artifacts with mana value 3 or less.</p> </div> <div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <p><b>Elesh Norn, Mother of Machines</b> (1)(W)</p> <p>Legendary Creature -- Phyrexian Praetor</p> <p>Vigilance<br/>If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.<br/>Permanents entering don't cause abilities of permanents your opponents control to trigger.</p> <p>[sideboard]</p> <p>4/7</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Exorcise</b> (1)(W)</p> <p>Sorcery</p> <p>Exile target artifact, enchantment, or creature with power 4 or greater.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                      | <p><b>Exorcise</b> (1)(W)</p> <p>Sorcery</p> <p>Exile target artifact, enchantment, or creature with power 4 or greater.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                      | <p><b>High Noon</b> (1)(W)</p> <p>Enchantment</p> <p>Each player can't cast more than one spell each turn.<br/>{4}{R}, Sacrifice this enchantment:<br/>It deals 5 damage to any target.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>            |
| <p><b>High Noon</b> (1)(W)</p> <p>Enchantment</p> <p>Each player can't cast more than one spell each turn.<br/>{4}{R}, Sacrifice this enchantment:<br/>It deals 5 damage to any target.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                           | <p><b>Loran of the Third Path</b> (2)(W)</p> <p>Legendary Creature -- Human Artificer</p> <p>Vigilance<br/>When Loran enters, destroy up to one target artifact or enchantment.<br/>{T}: You and target opponent each draw a card.</p> <p>[sideboard]</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Loran of the Third Path</b> (2)(W)</p> <p>Legendary Creature -- Human Artificer</p> <p>Vigilance<br/>When Loran enters, destroy up to one target artifact or enchantment.<br/>{T}: You and target opponent each draw a card.</p> <p>[sideboard]</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Rest in Peace</b> (1)(W)</p> <p>Enchantment</p> <p>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

Playtest cards - Doucet, Samuel - Standard (BLACK - SAT - 3:30 PM - Standard Cup - Mag

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

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| <div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile all graveyards.</p> <p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile all graveyards.</p> <p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Serra Paragon</div> <div> <div>2</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Angel</div> <div> <p>Flying</p> <p>Once during each of your turns, you may play a land from your graveyard or cast a permanent spell with mana value 3 or less from your graveyard. If you do, it gains "When this permanent is put into a graveyard from the battlefield, exile it and you gain 2 life."</p> <p>[sideboard]</p> </div> </div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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