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| <div> <b>Absorb</b> <span>W U U</span> </div> <div> Instant </div> <div> Counter target spell. You gain 3 life. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                    | <div> <b>Absorb</b> <span>W U U</span> </div> <div> Instant </div> <div> Counter target spell. You gain 3 life. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                                          | <div> <b>Beza, the Bounding Spring</b> <span>2 W W</span> </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. </div> <div> <div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Beza, the Bounding Spring</b> <span>2 W W</span> </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. </div> <div> <div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Castle Ardenvale</b> </div> <div> Land </div> <div> This land enters tapped unless you control a Plains.<br/> {T}: Add {W}.<br/> {2}{W}{W}, {T}: Create a 1/1 white Human creature token. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Consult the Star Charts</b> <span>1 U</span> </div> <div> Instant </div> <div> Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/> Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Consult the Star Charts</b> <span>1 U</span> </div> <div> Instant </div> <div> Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/> Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>   | <div> <b>Consult the Star Charts</b> <span>1 U</span> </div> <div> Instant </div> <div> Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/> Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>   |

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| <div><div>Consult the Star Charts (1)(U)</div><div>Instant</div><div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/>Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Deserted Beach</div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dovin's Veto (W)(U)</div><div>Instant</div><div>This spell can't be countered.<br/>Counter target noncreature spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                       | <div><div>Dovin's Veto (W)(U)</div><div>Instant</div><div>This spell can't be countered.<br/>Counter target noncreature spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                       |
| <div><div>Dovin's Veto (W)(U)</div><div>Instant</div><div>This spell can't be countered.<br/>Counter target noncreature spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                       | <div><div>Dovin's Veto (W)(U)</div><div>Instant</div><div>This spell can't be countered.<br/>Counter target noncreature spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div>Dream Trawler (2)(W)(W)(U)(U)</div><div>Creature -- Sphinx</div><div>Flying, lifelink<br/>Whenever you draw a card, this creature gets +1/+0 until end of turn.<br/>Whenever this creature attacks, draw a card.<br/>Discard a card: This creature gains hexproof until end of turn. Tap it.</div><div>3/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dream Trawler (2)(W)(W)(U)(U)</div><div>Creature -- Sphinx</div><div>Flying, lifelink<br/>Whenever you draw a card, this creature gets +1/+0 until end of turn.<br/>Whenever this creature attacks, draw a card.<br/>Discard a card: This creature gains hexproof until end of turn. Tap it.</div><div>3/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Elenda, Saint of Dusk</b> (2)(W)(B)<br>Legendary Creature -- Vampire Knight<br>Lifelink, hexproof from instants<br>As long as your life total is greater than your starting life total, Elenda gets +1/+1 and has menace. Elenda gets an additional +5/+5 as long as your life total is at least 10 greater than your starting life total.<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Elsbeth, Storm Slayer</b> (3)(W)(W)<br>Legendary Planeswalker -- Elspeth<br>If one or more tokens would be created under your control, twice that many of those tokens are created instead.<br>[+1]: Create a 1/1 white Soldier creature token.<br>[0]: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn.<br>[-3]: Destroy target creature an opponent controls with mana value 3 or greater.<br><div>L 5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Farewell</b> (4)(W)(W)<br>Sorcery<br>Choose one or more --<br>* Exile all artifacts.<br>* Exile all creatures.<br>* Exile all enchantments.<br>* Exile all graveyards.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Farewell</b> (4)(W)(W)<br>Sorcery<br>Choose one or more --<br>* Exile all artifacts.<br>* Exile all creatures.<br>* Exile all enchantments.<br>* Exile all graveyards.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                        |
| <b>Field of Ruin</b><br>Land<br>{T}: Add {C}.<br>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                    | <b>Floodfarm Verge</b><br>Land<br>{T}: Add {W}.<br>{T}: Add {U}. Activate only if you control a Plains or an Island.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                              | <b>Floodfarm Verge</b><br>Land<br>{T}: Add {W}.<br>{T}: Add {U}. Activate only if you control a Plains or an Island.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                      | <b>Get Lost</b> (1)(W)<br>Instant<br>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.")<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                 | <div><div><div>Gloomlake Verge</div></div><div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                   | <div><div><div>Godless Shrine</div></div><div><div>Land -- Plains Swamp</div><div>{T}: Add {W} or {B}.<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>     | <div><div><div>Godless Shrine</div></div><div><div>Land -- Plains Swamp</div><div>{T}: Add {W} or {B}.<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>     |
| <div><div><div>Hall of Storm Giants</div></div><div><div>Land</div><div>If you control two or more other lands, this land enters tapped.<br/>{T}: Add {U}.<br/>{5}{U}: Until end of turn, this land becomes a 7/7 blue Giant creature with ward {3}. It's still a land. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Hallowed Fountain</div></div><div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Hallowed Fountain</div></div><div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Hallowed Fountain</div></div><div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div><b>Hallowed Fountain</b></div><div>Land -- Plains Island</div><div>(T): Add W or U.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                   | <div><div><b>Island</b></div><div>Basic Land -- Island</div><div>(T): Add U.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                  | <div><div><b>Island</b></div><div>Basic Land -- Island</div><div>(T): Add U.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                         | <div><div><b>March of Otherworldly Light</b> (X)(W)</div><div>Instant</div><div>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><b>March of Otherworldly Light</b> (X)(W)</div><div>Instant</div><div>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Meticulous Archive</b></div><div>Land -- Plains Island</div><div>(T): Add W or U.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>No More Lies</b> (W)(U)</div><div>Instant</div><div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>No More Lies</b> (W)(U)</div><div>Instant</div><div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                         |

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| <div><div>No More Lies</div><div><div>W</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                    | <div><div>No More Lies</div><div><div>W</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                    | <div><div>Pinnacle Starcage</div><div><div>1</div><div>W</div><div>W</div></div></div> <div><div>Artifact</div><div>When this artifact enters, exile all artifacts and creatures with mana value 2 or less until this artifact leaves the battlefield.<br/>{6}{W}{W}: Put each card exiled with this artifact into its owner's graveyard, then create a 2/2 colorless Robot artifact creature token for each card put into a graveyard this way. Sacrifice this artifact.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Pinnacle Starcage</div><div><div>1</div><div>W</div><div>W</div></div></div> <div><div>Artifact</div><div>When this artifact enters, exile all artifacts and creatures with mana value 2 or less until this artifact leaves the battlefield.<br/>{6}{W}{W}: Put each card exiled with this artifact into its owner's graveyard, then create a 2/2 colorless Robot artifact creature token for each card put into a graveyard this way. Sacrifice this artifact.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Pinnacle Starcage</div><div><div>1</div><div>W</div><div>W</div></div></div> <div><div>Artifact</div><div>When this artifact enters, exile all artifacts and creatures with mana value 2 or less until this artifact leaves the battlefield.<br/>{6}{W}{W}: Put each card exiled with this artifact into its owner's graveyard, then create a 2/2 colorless Robot artifact creature token for each card put into a graveyard this way. Sacrifice this artifact.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Pinnacle Starcage</div><div><div>1</div><div>W</div><div>W</div></div></div> <div><div>Artifact</div><div>When this artifact enters, exile all artifacts and creatures with mana value 2 or less until this artifact leaves the battlefield.<br/>{6}{W}{W}: Put each card exiled with this artifact into its owner's graveyard, then create a 2/2 colorless Robot artifact creature token for each card put into a graveyard this way. Sacrifice this artifact.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Plains</div><div>Basic Land -- Plains</div><div>( {T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                | <div><div>Plains</div><div>Basic Land -- Plains</div><div>( {T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                |

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| <div><div>Raffine's Tower</div><div>Land -- Plains Island Swamp</div><div>{T}: Add {W}, {U}, or {B}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                      | <div><div>Raffine's Tower</div><div>Land -- Plains Island Swamp</div><div>{T}: Add {W}, {U}, or {B}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                          | <div><div>Raffine's Tower</div><div>Land -- Plains Island Swamp</div><div>{T}: Add {W}, {U}, or {B}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  | <div><div>Raffine's Tower</div><div>Land -- Plains Island Swamp</div><div>{T}: Add {W}, {U}, or {B}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Restless Anchorage</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W} or {U}.<br/>{1}{W}{U}: Until end of turn, this<br/>land becomes a 2/3 white and blue<br/>Bird creature with flying. It's<br/>still a land.<br/>Whenever this land attacks, create a<br/>Map token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shadowy Backstreet</div><div>Land -- Plains Swamp</div><div>{T}: Add {W} or {B}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your<br/>library. You may put it into your<br/>graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shambling Vent</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W} or {B}.<br/>{1}{W}{B}: Until end of turn, this<br/>land becomes a 2/3 white and black<br/>Elemental creature with lifelink.<br/>It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shattered Sanctum</div><div>Land</div><div>This land enters tapped unless you<br/>control two or more other lands.<br/>{T}: Add {W} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                         |

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| <b>Sheoldred, the Apocalypse</b> (2)(B)(B)<br><hr/> Legendary Creature -- Phyrexian Praetor<br><hr/> Deathtouch<br>Whenever you draw a card, you gain 2 life.<br>Whenever an opponent draws a card, they lose 2 life.<br><div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Shipwreck Marsh</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or more other lands.<br>{T}: Add {U} or {B}.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Spell Snare</b> (U)<br><hr/> Instant<br><hr/> Counter target spell with mana value 2.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>            | <b>Spell Snare</b> (U)<br><hr/> Instant<br><hr/> Counter target spell with mana value 2.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                               |
| <b>Spell Snare</b> (U)<br><hr/> Instant<br><hr/> Counter target spell with mana value 2.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                             | <b>Sphinx's Revelation</b> (X)(W)(U)(U)<br><hr/> Instant<br><hr/> You gain X life and draw X cards.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                       | <b>Sphinx's Revelation</b> (X)(W)(U)(U)<br><hr/> Instant<br><hr/> You gain X life and draw X cards.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Starting Town</b><br><hr/> Land -- Town<br><hr/> This land enters tapped unless it's your first, second, or third turn of the game.<br>{T}: Add {C}.<br>{T}, Pay 1 life: Add one mana of any color.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <div>Starting Town</div> <div>Land -- Town</div> <div> <p>This land enters tapped unless it's your first, second, or third turn of the game.</p> <p>{T}: Add {C}.</p> <p>{T}, Pay 1 life: Add one mana of any color.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Starting Town</div> <div>Land -- Town</div> <div> <p>This land enters tapped unless it's your first, second, or third turn of the game.</p> <p>{T}: Add {C}.</p> <p>{T}, Pay 1 life: Add one mana of any color.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Starting Town</div> <div>Land -- Town</div> <div> <p>This land enters tapped unless it's your first, second, or third turn of the game.</p> <p>{T}: Add {C}.</p> <p>{T}, Pay 1 life: Add one mana of any color.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                               | <div>Supreme Verdict 1W W U</div> <div>Sorcery</div> <div> <p>This spell can't be countered.</p> <p>Destroy all creatures.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                         |
| <div>Supreme Verdict 1W W U</div> <div>Sorcery</div> <div> <p>This spell can't be countered.</p> <p>Destroy all creatures.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                           | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div> <p>{T}: Add {B}.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                               | <div>Teferi, Hero of Dominaria 3W U</div> <div>Legendary Planeswalker -- Teferi</div> <div> <p>[+1]: Draw a card. At the beginning of the next end step, untap up to two lands.</p> <p>[-3]: Put target nonland permanent into its owner's library third from the top.</p> <p>[-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls."</p> </div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Teferi, Hero of Dominaria 3W U</div> <div>Legendary Planeswalker -- Teferi</div> <div> <p>[+1]: Draw a card. At the beginning of the next end step, untap up to two lands.</p> <p>[-3]: Put target nonland permanent into its owner's library third from the top.</p> <p>[-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls."</p> </div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

2 W W

Flash

[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.

[{-2}: Exile target tapped creature.  
You gain 2 life.

L 3

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2 W W

Flash

[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.

[-2]: Exile target tapped creature.  
You gain 2 life.

L 3

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## Land -- Island Swamp

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.)

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WB

Exile target monocolored permanent.

botbox.dev

WB

Exile target monocolored permanent.

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W U B

This spell can't be countered.  
Destroy target nonland permanent.

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Land -- Island Swamp

As this land enters, you may pay 2 life. If you don't, it enters tapped.

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## Land -- Island Swamp

As this land enters, you may pay 2 life. If you don't, it enters tapped.

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| <p><b>Yorion, Sky Nomad</b> (3)(W/U)(W/U)</p> <p>Legendary Creature -- Bird Serpent</p> <p>Companion -- Your starting deck contains at least twenty cards more than the minimum deck size. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)</p> <p>Flying</p> <p>When Yorion enters, exile any number of other nonland permanents you own and control. Return those cards to the battlefield at the beginning of the next end step.</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Authority of the Consuls</b> (W)</p> <p>Enchantment</p> <p>Creatures your opponents control enter tapped.</p> <p>Whenever a creature an opponent controls enters, you gain 1 life.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                      | <p><b>Authority of the Consuls</b> (W)</p> <p>Enchantment</p> <p>Creatures your opponents control enter tapped.</p> <p>Whenever a creature an opponent controls enters, you gain 1 life.</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.</p> <p>{4}{R}, Sacrifice this enchantment: 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.</p> <p>{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                        | <p><b>Leyline of Sanctity</b> (2)(W)(W)</p> <p>Enchantment</p> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.</p> <p>You have hexproof. (You can't be the target of spells or abilities your opponents control.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Leyline of Sanctity</b> (2)(W)(W)</p> <p>Enchantment</p> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.</p> <p>You have hexproof. (You can't be the target of spells or abilities your opponents control.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Leyline of Sanctity</b> (2)(W)(W)</p> <p>Enchantment</p> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.</p> <p>You have hexproof. (You can't be the target of spells or abilities your opponents control.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

Playtest cards - Rindou\_Gentian - Pioneer (Pioneer Spark!! ONLINE 14th -MTGArena-)

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 11/12 - 8 cards - 2.5 x 3.5 in each

|                                                                                                                                                                                                                                                                                                                                                                |                                                                                                                                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                                                                                                                         |
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| <div><div>Leyline of Sanctity (2)(W)(W)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rest in Peace (1)(W)</div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                          | <div><div>Rest in Peace (1)(W)</div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                          | <div><div>Thought Distortion (4)(B)(B)</div><div>Sorcery</div><div>This spell can't be countered.<br/>Target opponent reveals their hand.<br/>Exile all noncreature, nonland cards from that player's hand and graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Thought Distortion (4)(B)(B)</div><div>Sorcery</div><div>This spell can't be countered.<br/>Target opponent reveals their hand.<br/>Exile all noncreature, nonland cards from that player's hand and graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        | <div><div>Unmoored Ego (1)(U)(B)</div><div>Sorcery</div><div>Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Unmoored Ego (1)(U)(B)</div><div>Sorcery</div><div>Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |                                                                                                                                                                                                                                                                                                                         |