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| <p><b>Beza, the Bounding Spring</b> (2)(W)(W)</p> <p>Legendary Creature -- Elemental Elk</p> <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> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>          | <p><b>Beza, the Bounding Spring</b> (2)(W)(W)</p> <p>Legendary Creature -- Elemental Elk</p> <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> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>          | <p><b>Caretaker's Talent</b> (2)(W)</p> <p>Enchantment -- Class</p> <p>(Gain the next level as a sorcery to add its ability.)<br/>Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn.<br/>{W}: Level 2<br/>When this Class becomes level 2, create a token that's a copy of target token you control.<br/>{3}{W}: Level 3<br/>Creature tokens you control get +2/+2.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Caretaker's Talent</b> (2)(W)</p> <p>Enchantment -- Class</p> <p>(Gain the next level as a sorcery to add its ability.)<br/>Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn.<br/>{W}: Level 2<br/>When this Class becomes level 2, create a token that's a copy of target token you control.<br/>{3}{W}: Level 3<br/>Creature tokens you control get +2/+2.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Caretaker's Talent</b> (2)(W)</p> <p>Enchantment -- Class</p> <p>(Gain the next level as a sorcery to add its ability.)<br/>Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn.<br/>{W}: Level 2<br/>When this Class becomes level 2, create a token that's a copy of target token you control.<br/>{3}{W}: Level 3<br/>Creature tokens you control get +2/+2.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Caretaker's Talent</b> (2)(W)</p> <p>Enchantment -- Class</p> <p>(Gain the next level as a sorcery to add its ability.)<br/>Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn.<br/>{W}: Level 2<br/>When this Class becomes level 2, create a token that's a copy of target token you control.<br/>{3}{W}: Level 3<br/>Creature tokens you control get +2/+2.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Carrot Cake</b> (1)(W)</p> <p>Artifact -- Food</p> <p>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.)<br/>{2}, {T}, Sacrifice this artifact: You gain 3 life.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                              | <p><b>Carrot Cake</b> (1)(W)</p> <p>Artifact -- Food</p> <p>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.)<br/>{2}, {T}, Sacrifice this artifact: You gain 3 life.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                              |

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| <b>Carrot Cake</b> (1)(W)<br>Artifact -- Food<br><hr/> 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.)<br>{2}, {T}, Sacrifice this artifact: You gain 3 life. | <b>Carrot Cake</b> (1)(W)<br>Artifact -- Food<br><hr/> 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.)<br>{2}, {T}, Sacrifice this artifact: You gain 3 life. | <b>Cosmogrand Zenith</b> (2)(W)<br>Creature -- Human Soldier<br><hr/> Whenever you cast your second spell each turn, choose one --<br>* Create two 1/1 white Human Soldier creature tokens.<br>* Put a +1/+1 counter on each creature you control.                                                                                                                                                                                                       | <b>Cosmogrand Zenith</b> (2)(W)<br>Creature -- Human Soldier<br><hr/> Whenever you cast your second spell each turn, choose one --<br>* Create two 1/1 white Human Soldier creature tokens.<br>* Put a +1/+1 counter on each creature you control.                                                                                                                                                                                                       |
| <b>Cosmogrand Zenith</b> (2)(W)<br>Creature -- Human Soldier<br><hr/> Whenever you cast your second spell each turn, choose one --<br>* Create two 1/1 white Human Soldier creature tokens.<br>* Put a +1/+1 counter on each creature you control.                                                   | <b>Cosmogrand Zenith</b> (2)(W)<br>Creature -- Human Soldier<br><hr/> Whenever you cast your second spell each turn, choose one --<br>* Create two 1/1 white Human Soldier creature tokens.<br>* Put a +1/+1 counter on each creature you control.                                                   | <b>Elspeth, Storm Slayer</b> (3)(W)(W)<br>Legendary Planeswalker -- Elspeth<br><hr/> 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. | <b>Elspeth, Storm Slayer</b> (3)(W)(W)<br>Legendary Planeswalker -- Elspeth<br><hr/> 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. |
| <div>2/4</div>                                                                                                                                                                                                                                                                                       | <div>2/4</div>                                                                                                                                                                                                                                                                                       | <div>L 5</div>                                                                                                                                                                                                                                                                                                                                                                                                                                           | <div>L 5</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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| <p><b>Elsbeth, Storm Slayer</b> (3)(W)(W)</p> <p>Legendary Planeswalker -- Elspeth</p> <p>If one or more tokens would be created under your control, twice that many of those tokens are created instead.</p> <p>[+1]: Create a 1/1 white Soldier creature token.</p> <p>[0]: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn.</p> <p>[-3]: Destroy target creature an opponent controls with mana value 3 or greater.</p> <p>L 5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Enduring Innocence</b> (1)(W)(W)</p> <p>Enchantment Creature -- Sheep Glimmer</p> <p>Lifelink</p> <p>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.</p> <p>When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Fumigate</b> (3)(W)(W)</p> <p>Sorcery</p> <p>Destroy all creatures. You gain 1 life for each creature destroyed this way.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                                     | <p><b>Get Lost</b> (1)(W)</p> <p>Instant</p> <p>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.")</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                         |
| <p><b>Get Lost</b> (1)(W)</p> <p>Instant</p> <p>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.")</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                          | <p><b>No Witnesses</b> (2)(W)(W)</p> <p>Sorcery</p> <p>Each player who controls the most creatures investigates. Then destroy all creatures. (To investigate, create a Clue token. It's an artifact with "{2}", Sacrifice this token: Draw a card.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                       | <p><b>Overlord of the Mistmoors</b> (5)(W)(W)</p> <p>Enchantment Creature -- Avatar Horror</p> <p>Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</p> <p>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Overlord of the Mistmoors</b> (5)(W)(W)</p> <p>Enchantment Creature -- Avatar Horror</p> <p>Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</p> <p>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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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>Ride's End</div> <div>Instant</div> <div>This spell costs {3} less to cast if it targets a tapped permanent.<br/>Exile target creature or Vehicle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ride's End</div> <div>Instant</div> <div>This spell costs {3} less to cast if it targets a tapped permanent.<br/>Exile target creature or Vehicle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

④ ⑤

This spell costs {3} less to cast if it targets a tapped permanent.  
Exile target creature or Vehicle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

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}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

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}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

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}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Voice of Victory</b> (1)(W)<br>Creature -- Human Bard<br>Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Voice of Victory</b> (1)(W)<br>Creature -- Human Bard<br>Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Voice of Victory</b> (1)(W)<br>Creature -- Human Bard<br>Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                       | <b>Voice of Victory</b> (1)(W)<br>Creature -- Human Bard<br>Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Angel of Finality</b> (3)(W)<br>Creature -- Angel<br>Flying<br>When this creature enters, exile target player's graveyard.<br>[sideboard]<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                       | <b>Beyond the Quiet</b> (3)(W)(W)<br>Sorcery<br>Exile all creatures and Spacecraft.<br>[sideboard]<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                    | <b>Crystal Barricade</b> (1)(W)<br>Artifact Creature -- Wall<br>Defender (This creature can't attack.)<br>You have hexproof. (You can't be the target of spells or abilities your opponents control.)<br>Prevent all noncombat damage that would be dealt to other creatures you control.<br>[sideboard]<br><div>0/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Disenchant</b> (1)(W)<br>Instant<br>Destroy target artifact or enchantment.<br>[sideboard]<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                         |

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| <div><div><div>Disenchant</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                   | <div><div><div>Disenchant</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                               | <div><div><div>Disenchant</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                               | <div><div><div>Elspeth's Smite</div><div><div>W</div></div></div><div><div>Instant</div><div>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Elspeth's Smite</div><div><div>W</div></div></div><div><div>Instant</div><div>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Expel the Interlopers</div><div><div>3</div><div>W</div><div>W</div></div></div><div><div>Sorcery</div><div>Choose a number between 0 and 10. Destroy all creatures with power greater than or equal to the chosen number.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Ghost Vacuum</div><div><div>1</div></div></div><div><div>Artifact</div><div>{T}: Exile target card from a graveyard.<br/>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Luminous Rebuke</div><div><div>4</div><div>W</div></div></div><div><div>Instant</div><div>This spell costs {3} less to cast if it targets a tapped creature. Destroy target creature.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                          |

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| <div> <div> Repel Calamity <div> <div>1</div> <div>W</div> </div> </div> <div> Instant </div> <div> Destroy target creature with power or toughness 4 or greater. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Soul-Guide Lantern <div> <div>1</div> </div> </div> <div> Artifact </div> <div> When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Stroke of Midnight <div> <div>2</div> <div>W</div> </div> </div> <div> Instant </div> <div> Destroy target nonland permanent. Its controller creates a 1/1 white Human creature token. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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