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| <p><b>Arachne, Psionic Weaver</b> (2)(W)</p> <p>Legendary Creature -- Spider Human Hero</p> <p>Web-slinging {W} (You may cast this spell for {W} if you also return a tapped creature you control to its owner's hand.)</p> <p>As Arachne enters, look at an opponent's hand, then choose a card type other than creature.</p> <p>Spells of the chosen type cost {1} more to cast.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Aven Interrupter</b> (1)(W)(W)</p> <p>Creature -- Bird Rogue</p> <p>Flash<br/>Flying</p> <p>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)</p> <p>Spells your opponents cast from graveyards or from exile cost {2} more to cast.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                | <p><b>Aven Interrupter</b> (1)(W)(W)</p> <p>Creature -- Bird Rogue</p> <p>Flash<br/>Flying</p> <p>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)</p> <p>Spells your opponents cast from graveyards or from exile cost {2} more to cast.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                | <p><b>Aven Interrupter</b> (1)(W)(W)</p> <p>Creature -- Bird Rogue</p> <p>Flash<br/>Flying</p> <p>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)</p> <p>Spells your opponents cast from graveyards or from exile cost {2} more to cast.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                |
| <p><b>Aven Interrupter</b> (1)(W)(W)</p> <p>Creature -- Bird Rogue</p> <p>Flash<br/>Flying</p> <p>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)</p> <p>Spells your opponents cast from graveyards or from exile cost {2} more to cast.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                     | <p><b>Badgermole Cub</b> (1)(G)</p> <p>Creature -- Badger Mole</p> <p>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)</p> <p>Whenever you tap a creature for mana, add an additional {G}.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Badgermole Cub</b> (1)(G)</p> <p>Creature -- Badger Mole</p> <p>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)</p> <p>Whenever you tap a creature for mana, add an additional {G}.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Badgermole Cub</b> (1)(G)</p> <p>Creature -- Badger Mole</p> <p>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)</p> <p>Whenever you tap a creature for mana, add an additional {G}.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

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| <div><div><div>Badgermole Cub</div><div>16</div></div><div><div>Creature -- Badger Mole</div><div>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.) Whenever you tap a creature for mana, add an additional {G}.</div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Boseiju, Who Endures</div></div><div><div>Legendary Land</div><div>{T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Branchloft Pathway</div></div><div><div>Land</div><div>{T}: Add {G}.</div><div>----- BACK FACE -----</div><div><div>Boulderloft Pathway</div></div><div><div>Land</div><div>{T}: Add {W}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Brushland</div></div><div><div>Land</div><div>{T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                      |
| <div><div><div>Brushland</div></div><div><div>Land</div><div>{T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                 | <div><div><div>Brushland</div></div><div><div>Land</div><div>{T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                            | <div><div><div>Brushland</div></div><div><div>Land</div><div>{T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                               | <div><div><div>Collected Company</div><div>36</div></div><div><div>Instant</div><div>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Collected Company</div><div>36</div><div>Instant</div><div>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Collected Company</div><div>36</div><div>Instant</div><div>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Collected Company</div><div>36</div><div>Instant</div><div>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Eiganjo, Seat of the Empire</div><div></div><div>Legendary Land</div><div>{T}: Add {W}.<br/>Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Elvish Mystic</div><div>6</div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                             | <div><div>Elvish Mystic</div><div>6</div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                             | <div><div>Elvish Mystic</div><div>6</div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                             | <div><div>Elvish Mystic</div><div>6</div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                |

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| <div> <div>Enduring Innocence</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment Creature -- Sheep Glimmer</div> <div>Lifelink</div> <div>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.</div> <div>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.)</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Enduring Innocence</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment Creature -- Sheep Glimmer</div> <div>Lifelink</div> <div>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.</div> <div>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.)</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                 | <div> <div>Enduring Innocence</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment Creature -- Sheep Glimmer</div> <div>Lifelink</div> <div>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.</div> <div>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.)</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Enduring Innocence</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment Creature -- Sheep Glimmer</div> <div>Lifelink</div> <div>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.</div> <div>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.)</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Forest</div> <div></div> </div> <div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                   | <div> <div>Kellan, Daring Traveler</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Human Faerie Scout</div> <div>Whenever Kellan attacks, reveal the top card of your library. If it's a creature card with mana value 3 or less, put it into your hand. Otherwise, you may put it into your graveyard.</div> <div>2/3</div> <div>----- ADVENTURE -----</div> <div> <div>Journey On</div> <div>G</div> </div> <div>Sorcery -- Adventure</div> <div>Create X Map tokens, where X is one plus the number of opponents who control an artifact. (Then exile this card. You may cast the creature later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Knight of Autumn</div> <div> <div>1</div> <div>G</div> <div>W</div> </div> </div> <div> <div>Creature -- Dryad Knight</div> <div>When this creature enters, choose one --</div> <div>* Put two +1/+1 counters on this creature.</div> <div>* Destroy target artifact or enchantment.</div> <div>* You gain 4 life.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                          | <div> <div>Knight of Autumn</div> <div> <div>1</div> <div>G</div> <div>W</div> </div> </div> <div> <div>Creature -- Dryad Knight</div> <div>When this creature enters, choose one --</div> <div>* Put two +1/+1 counters on this creature.</div> <div>* Destroy target artifact or enchantment.</div> <div>* You gain 4 life.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                          |

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| <div><div>Llanowar Elves</div><div>6</div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Llanowar Elves</div><div>6</div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Llanowar Elves</div><div>6</div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     | <div><div>Llanowar Elves</div><div>6</div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     |
| <div><div>Plains</div><div></div><div>Basic Land -- Plains</div><div>( {T}: Add {W}. )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                     | <div><div>Plains</div><div></div><div>Basic Land -- Plains</div><div>( {T}: Add {W}. )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                     | <div><div>Razorverge Thicket</div><div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Razorverge Thicket</div><div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                     | <div><div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                     | <div><div><div>Restless Prairie</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {G} or {W}.<br/>{2}{G}{W}: This land becomes a 3/3 green and white Llama creature until end of turn. It's still a land. Whenever this land attacks, other creatures you control get +1/+1 until end of turn.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                  | <div><div><div>Restless Prairie</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {G} or {W}.<br/>{2}{G}{W}: This land becomes a 3/3 green and white Llama creature until end of turn. It's still a land. Whenever this land attacks, other creatures you control get +1/+1 until end of turn.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                  |
| <div><div><div>Skyclave Apparition 1WW</div><div>Creature -- Kor Spirit</div><div>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br/>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.</div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Skyclave Apparition 1WW</div><div>Creature -- Kor Spirit</div><div>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br/>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.</div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Skyclave Apparition 1WW</div><div>Creature -- Kor Spirit</div><div>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br/>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.</div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Skyclave Apparition 1WW</div><div>Creature -- Kor Spirit</div><div>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br/>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.</div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

Legendary Creature -- Spider Human Hero

Flash  
 {1}: Spectacular Spider-Man gains  
 flying until end of turn.  
 {1}, Sacrifice Spectacular  
 Spider-Man: Creatures you control  
 gain hexproof and indestructible  
 until end of turn.

3/2

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## Land - - Town

This land enters tapped unless it's your first, second, or third turn of the game.

{T}: Add {C}.

{T}, Pay 1 life: Add one mana of any color.

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## Land -- Forest Plains

( $\{T\}$ : Add  $\{G\}$  or  $\{W\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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## Land -- Forest Plains

((T): Add {G} or {W}.)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Forest Plains

( $\{T\}$ : Add  $\{G\}$  or  $\{W\}$ .)  
As this land enters, you may pay 2  
life. If you don't, it enters  
tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Forest Plains

( $\{T\}$ : Add  $\{G\}$  or  $\{W\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Creature -- Human Soldier

First strike  
Noncreature spells cost {1} more to  
cast.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Creature -- Human Soldier

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First strike
Noncreature spells cost {1} more to
cast.
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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Thalia, Guardian of Thraben</b> (1)(W)<br>Legendary Creature -- Human Soldier<br>First strike<br>Noncreature spells cost {1} more to cast.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                  | <b>Welcoming Vampire</b> (2)(W)<br>Creature -- Vampire<br>Flying<br>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Werefox Bodyguard</b> (1)(W)(W)<br>Creature -- Elf Fox Knight<br>Flash<br>When this creature enters, exile up to one other target non-Fox creature until this creature leaves the battlefield.<br>{1}{W}, Sacrifice this creature: You gain 2 life.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                 | <b>Werefox Bodyguard</b> (1)(W)(W)<br>Creature -- Elf Fox Knight<br>Flash<br>When this creature enters, exile up to one other target non-Fox creature until this creature leaves the battlefield.<br>{1}{W}, Sacrifice this creature: You gain 2 life.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                   |
| <b>Arachne, Psionic Weaver</b> (2)(W)<br>Legendary Creature -- Spider Human Hero<br>Web-slinging {W} (You may cast this spell for {W} if you also return a tapped creature you control to its owner's hand.)<br>As Arachne enters, look at an opponent's hand, then choose a card type other than creature.<br>Spells of the chosen type cost {1} more to cast.<br>[sideboard]<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Archon of Emeria</b> (2)(W)<br>Creature -- Archon<br>Flying<br>Each player can't cast more than one spell each turn.<br>Nonbasic lands your opponents control enter tapped.<br>[sideboard]<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev            | <b>Elite Spellbinder</b> (2)(W)<br>Creature -- Human Cleric<br>Flying<br>When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.<br>[sideboard]<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Kutzil's Flanker</b> (2)(W)<br>Creature -- Cat Warrior<br>Flash<br>When this creature enters, choose one --<br>* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.<br>* You gain 2 life and scry 2.<br>* Exile target player's graveyard.<br>[sideboard]<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div> <div>Kutzil's Flanker</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Cat Warrior</div> <div>Flash</div> <div>When this creature enters, choose one --</div> <div>* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.</div> <div>* You gain 2 life and scry 2.</div> <div>* Exile target player's graveyard.</div> <div>[sideboard]</div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                            | <div> <div>Seam Rip</div> <div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                 | <div> <div>Seam Rip</div> <div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                 | <div> <div>Seam Rip</div> <div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                              |
| <div> <div>Silk, Web Weaver</div> <div> <div>2</div> <div>G</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Spider Human Hero</div> <div>Web-slinging {1}{G}{W} (You may cast this spell for {1}{G}{W} if you also return a tapped creature you control to its owner's hand.)</div> <div>Whenever you cast a creature spell, create a 1/1 green and white Human Citizen creature token.</div> <div>{3}{G}{W}: Creatures you control get +2/+2 and gain vigilance until end of turn.</div> <div>[sideboard]</div> <div>3/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Surrak, Elusive Hunter</div> <div> <div>2</div> <div>G</div> </div> </div> <div> <div>Legendary Creature -- Human Warrior</div> <div>This spell can't be countered.</div> <div>Trample</div> <div>Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.</div> <div>[sideboard]</div> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Surrak, Elusive Hunter</div> <div> <div>2</div> <div>G</div> </div> </div> <div> <div>Legendary Creature -- Human Warrior</div> <div>This spell can't be countered.</div> <div>Trample</div> <div>Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.</div> <div>[sideboard]</div> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>The Wandering Emperor</div> <div> <div>2</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Legendary Planeswalker</div> <div>Flash</div> <div>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.</div> <div>[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.</div> <div>[-1]: Create a 2/2 white Samurai creature token with vigilance.</div> <div>[-2]: Exile target tapped creature. You gain 2 life.</div> <div>[sideboard]</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <div><div><div>The Wandering Emperor</div><div><div>2</div><div>W</div><div>W</div></div></div><div><div>Legendary Planeswalker</div><div>Flash</div><div>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.</div><div>[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.</div><div>[-1]: Create a 2/2 white Samurai creature token with vigilance.</div><div>[-2]: Exile target tapped creature. You gain 2 life.</div><div>[sideboard]</div><div><div>L</div><div>3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Werefox Bodyguard</div><div><div>1</div><div>W</div><div>W</div></div></div><div><div>Creature -- Elf Fox Knight</div><div>Flash</div><div>When this creature enters, exile up to one other target non-Fox creature until this creature leaves the battlefield.</div><div>{1}{W}, Sacrifice this creature: You gain 2 life.</div><div>[sideboard]</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Werefox Bodyguard</div><div><div>1</div><div>W</div><div>W</div></div></div><div><div>Creature -- Elf Fox Knight</div><div>Flash</div><div>When this creature enters, exile up to one other target non-Fox creature until this creature leaves the battlefield.</div><div>{1}{W}, Sacrifice this creature: You gain 2 life.</div><div>[sideboard]</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |  |
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