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| <div><div>Authority of the Consuls (W)</div><div>Enchantment</div><div>Creatures your opponents control enter tapped.<br/>Whenever a creature an opponent controls enters, you gain 1 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                      | <div><div>Authority of the Consuls (W)</div><div>Enchantment</div><div>Creatures your opponents control enter tapped.<br/>Whenever a creature an opponent controls enters, you gain 1 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                      | <div><div>Authority of the Consuls (W)</div><div>Enchantment</div><div>Creatures your opponents control enter tapped.<br/>Whenever a creature an opponent controls enters, you gain 1 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Authority of the Consuls (W)</div><div>Enchantment</div><div>Creatures your opponents control enter tapped.<br/>Whenever a creature an opponent controls enters, you gain 1 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Cryogen Relic (1U)</div><div>Artifact</div><div>When this artifact enters or leaves the battlefield, draw a card.<br/>{1}{U}, Sacrifice this artifact: Put a stun counter on up to one target tapped creature. (If a permanent with a stun counter would become untapped, remove one from it instead.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cryogen Relic (1U)</div><div>Artifact</div><div>When this artifact enters or leaves the battlefield, draw a card.<br/>{1}{U}, Sacrifice this artifact: Put a stun counter on up to one target tapped creature. (If a permanent with a stun counter would become untapped, remove one from it instead.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Floodfarm Verge</div><div>Land</div><div>{T}: Add {W}.<br/>{T}: Add {U}. Activate only if you control a Plains or an Island.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      | <div><div>Floodfarm Verge</div><div>Land</div><div>{T}: Add {W}.<br/>{T}: Add {U}. Activate only if you control a Plains or an Island.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      |

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| <div><div><div>Floodfarm Verge</div><div>Land</div><div><div><div>{T}: Add {W}.</div><div>{T}: Add {U}. Activate only if you control a Plains or an Island.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                             | <div><div><div>Floodfarm Verge</div><div>Land</div><div><div><div>{T}: Add {W}.</div><div>{T}: Add {U}. Activate only if you control a Plains or an Island.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                             | <div><div><div>Fountainport</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{2}, {T}, Sacrifice a token: Draw a card.</div><div>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.</div><div>{4}, {T}: Create a Treasure token.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Legion Extruder</div><div>Artifact</div><div><div><div>When this artifact enters, it deals 2 damage to any target.</div><div>{2}, {T}, Sacrifice another artifact: Create a 3/3 colorless Golem artifact creature token.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                |
| <div><div><div>Legion Extruder</div><div>Artifact</div><div><div><div>When this artifact enters, it deals 2 damage to any target.</div><div>{2}, {T}, Sacrifice another artifact: Create a 3/3 colorless Golem artifact creature token.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Legion Extruder</div><div>Artifact</div><div><div><div>When this artifact enters, it deals 2 damage to any target.</div><div>{2}, {T}, Sacrifice another artifact: Create a 3/3 colorless Golem artifact creature token.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Legion Extruder</div><div>Artifact</div><div><div><div>When this artifact enters, it deals 2 damage to any target.</div><div>{2}, {T}, Sacrifice another artifact: Create a 3/3 colorless Golem artifact creature token.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>              | <div><div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div><div><div>{T}: Add {W} or {U}.)</div><div>This land enters tapped.</div><div>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |

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| <div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                       | <div><div>Multiversal Passage</div><div>Land</div><div>As this land enters, choose a basic land type. Then you may pay 2 life.<br/>If you don't, it enters tapped.<br/>This land is the chosen type.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                   |
| <div><div>Multiversal Passage</div><div>Land</div><div>As this land enters, choose a basic land type. Then you may pay 2 life.<br/>If you don't, it enters tapped.<br/>This land is the chosen type.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             | <div><div>Multiversal Passage</div><div>Land</div><div>As this land enters, choose a basic land type. Then you may pay 2 life.<br/>If you don't, it enters tapped.<br/>This land is the chosen type.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             | <div><div>Perilous Snare</div><div>Artifact</div><div>Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)<br/>When this artifact enters, exile target nonland permanent an opponent controls until this artifact leaves the battlefield.<br/>Max speed -- {T}: Put a +1/+1 counter on target creature or Vehicle you control. Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Perilous Snare</div><div>Artifact</div><div>Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)<br/>When this artifact enters, exile target nonland permanent an opponent controls until this artifact leaves the battlefield.<br/>Max speed -- {T}: Put a +1/+1 counter on target creature or Vehicle you control. Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Perilous Snare</div><div>②①W</div></div><div>Artifact</div><div>Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)<br/>When this artifact enters, exile target nonland permanent an opponent controls until this artifact leaves the battlefield.<br/>Max speed -- {T}: Put a +1/+1 counter on target creature or Vehicle you control. Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Pinnacle Starcage</div><div>①①W①W</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Pinnacle Starcage</div><div>①①W①W</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Plains</div></div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                               |
| <div><div><div>Plains</div></div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                            | <div><div><div>Repurposing Bay</div><div>②①U</div></div><div>Artifact</div><div>{2}, {T}, Sacrifice another artifact: Search your library for an artifact card with mana value equal to 1 plus the sacrificed artifact's mana value, put that card onto the battlefield, then shuffle. Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                        | <div><div><div>Repurposing Bay</div><div>②①U</div></div><div>Artifact</div><div>{2}, {T}, Sacrifice another artifact: Search your library for an artifact card with mana value equal to 1 plus the sacrificed artifact's mana value, put that card onto the battlefield, then shuffle. Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                        | <div><div><div>Repurposing Bay</div><div>②①U</div></div><div>Artifact</div><div>{2}, {T}, Sacrifice another artifact: Search your library for an artifact card with mana value equal to 1 plus the sacrificed artifact's mana value, put that card onto the battlefield, then shuffle. Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<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>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<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>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<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>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<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>Simulacrum Synthesizer 2U</div><div>Artifact</div><div>When this artifact enters, scry 2.<br/>Whenever another artifact you control with mana value 3 or greater enters, create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Simulacrum Synthesizer 2U</div><div>Artifact</div><div>When this artifact enters, scry 2.<br/>Whenever another artifact you control with mana value 3 or greater enters, create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Simulacrum Synthesizer 2U</div><div>Artifact</div><div>When this artifact enters, scry 2.<br/>Whenever another artifact you control with mana value 3 or greater enters, create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Simulacrum Synthesizer 2U</div><div>Artifact</div><div>When this artifact enters, scry 2.<br/>Whenever another artifact you control with mana value 3 or greater enters, create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Soul-Guide Lantern</b> <span>1</span> </div> <hr/> <div>Artifact</div> <hr/> <p>When this artifact enters, exile target card from a graveyard.<br/> {T}, Sacrifice this artifact: Exile each opponent's graveyard.<br/> {1}, {T}, Sacrifice this artifact: Draw a card.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | <div> <b>Split Up</b> <span>1</span><span>W</span><span>W</span> </div> <hr/> <div>Sorcery</div> <hr/> <p>Choose one --<br/> * Destroy all tapped creatures.<br/> * Destroy all untapped creatures.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | <div> <b>Split Up</b> <span>1</span><span>W</span><span>W</span> </div> <hr/> <div>Sorcery</div> <hr/> <p>Choose one --<br/> * Destroy all tapped creatures.<br/> * Destroy all untapped creatures.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                             | <div> <b>Split Up</b> <span>1</span><span>W</span><span>W</span> </div> <hr/> <div>Sorcery</div> <hr/> <p>Choose one --<br/> * Destroy all tapped creatures.<br/> * Destroy all untapped creatures.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                             |
| <div> <b>Spring-Loaded Sawblades</b> <span>1</span><span>W</span> </div> <hr/> <div>Artifact</div> <hr/> <p>Flash<br/> When this artifact enters, it deals 5 damage to target tapped creature an opponent controls.<br/> Craft with artifact {3}{W} ({3}{W}, Exile this artifact, Exile another artifact you control or an artifact card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)</p> <p>----- BACK FACE -----</p> <div> <b>Bladewheel Chariot</b> </div> <hr/> <div>Artifact -- Vehicle</div> <hr/> <p>Tap two other untapped artifacts you control: This Vehicle becomes an artifact creature until end of turn.<br/> Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)</p> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div> <b>Spring-Loaded Sawblades</b> <span>1</span><span>W</span> </div> <hr/> <div>Artifact</div> <hr/> <p>Flash<br/> When this artifact enters, it deals 5 damage to target tapped creature an opponent controls.<br/> Craft with artifact {3}{W} ({3}{W}, Exile this artifact, Exile another artifact you control or an artifact card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)</p> <p>----- BACK FACE -----</p> <div> <b>Bladewheel Chariot</b> </div> <hr/> <div>Artifact -- Vehicle</div> <hr/> <p>Tap two other untapped artifacts you control: This Vehicle becomes an artifact creature until end of turn.<br/> Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)</p> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div> <b>Starting Town</b> </div> <hr/> <div>Land -- Town</div> <hr/> <p>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.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div> <b>Starting Town</b> </div> <hr/> <div>Land -- Town</div> <hr/> <p>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.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <div>Sunbillion Verge</div> <div>Land</div> <div>{T}: Add {W}.<br/>{T}: Add {R}. Activate only if you control a Mountain or a Plains.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                   | <div>Sunbillion Verge</div> <div>Land</div> <div>{T}: Add {W}.<br/>{T}: Add {R}. Activate only if you control a Mountain or a Plains.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                 | <div>Sunbillion Verge</div> <div>Land</div> <div>{T}: Add {W}.<br/>{T}: Add {R}. Activate only if you control a Mountain or a Plains.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                 | <div>Sunbillion Verge</div> <div>Land</div> <div>{T}: Add {W}.<br/>{T}: Add {R}. Activate only if you control a Mountain or a Plains.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                 |
| <div>The Fire Crystal2RR</div> <div>Legendary Artifact</div> <div>Red spells you cast cost {1} less to cast.<br/>Creatures you control have haste.<br/>{4}{R}{R}, {T}: Create a token that's a copy of target creature you control. Sacrifice it at the beginning of the next end step.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>United Battlefront3W</div> <div>Sorcery</div> <div>Look at the top seven cards of your library. Put up to two noncreature, nonland permanent cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>United Battlefront3W</div> <div>Sorcery</div> <div>Look at the top seven cards of your library. Put up to two noncreature, nonland permanent cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>United Battlefront3W</div> <div>Sorcery</div> <div>Look at the top seven cards of your library. Put up to two noncreature, nonland permanent cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>United Battlefront<div>3W</div></div><div>Sorcery</div><div>Look at the top seven cards of your library. Put up to two noncreature, nonland permanent cards with mana value 3 or less from among them onto the battlefield. 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>Weapons Manufacturing<div>1R</div></div><div>Enchantment</div><div>Whenever a nontoken artifact you control enters, create a colorless artifact token named Munitions with "When this token leaves the battlefield, it deals 2 damage to any target."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Weapons Manufacturing<div>1R</div></div><div>Enchantment</div><div>Whenever a nontoken artifact you control enters, create a colorless artifact token named Munitions with "When this token leaves the battlefield, it deals 2 damage to any target."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Weapons Manufacturing<div>1R</div></div><div>Enchantment</div><div>Whenever a nontoken artifact you control enters, create a colorless artifact token named Munitions with "When this token leaves the battlefield, it deals 2 damage to any target."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Disdainful Stroke<div>1U</div></div><div>Instant</div><div>Counter target spell with mana value 4 or greater.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                       | <div><div>Disdainful Stroke<div>1U</div></div><div>Instant</div><div>Counter target spell with mana value 4 or greater.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                   | <div><div>Negate<div>1U</div></div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                               | <div><div>Negate<div>1U</div></div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                               |

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| <b>Pinnacle Starcage</b> (1)(W)(W)<br><hr/> Artifact<br><hr/> 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.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <b>Rest in Peace</b> (1)(W)<br><hr/> Enchantment<br><hr/> When this enchantment enters, exile all graveyards.<br>If a card or token would be put into a graveyard from anywhere, exile it instead.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <b>Rest in Peace</b> (1)(W)<br><hr/> Enchantment<br><hr/> When this enchantment enters, exile all graveyards.<br>If a card or token would be put into a graveyard from anywhere, exile it instead.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <b>Soul-Guide Lantern</b> (1)<br><hr/> Artifact<br><hr/> When this artifact enters, exile target card from a graveyard.<br>{T}, Sacrifice this artifact: Exile each opponent's graveyard.<br>{1}, {T}, Sacrifice this artifact: Draw a card.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                                     |
| <b>Split Up</b> (1)(W)(W)<br><hr/> Sorcery<br><hr/> Choose one --<br>* Destroy all tapped creatures.<br>* Destroy all untapped creatures.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                                                                                                                                                                                                                                          | <b>Torpor Orb</b> (2)<br><hr/> Artifact<br><hr/> Creatures entering don't cause abilities to trigger.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                                                              | <b>Torpor Orb</b> (2)<br><hr/> Artifact<br><hr/> Creatures entering don't cause abilities to trigger.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                                                              | <b>Voice of Victory</b> (1)(W)<br><hr/> Creature -- Human Bard<br><hr/> 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.)<br>Your opponents can't cast spells during your turn.<br><br>[sideboard] <div>1/3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> |

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| <div> <div>Voice of Victory</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Bard</div> <div> <div>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.</div> <div>[sideboard]</div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Voice of Victory</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Bard</div> <div> <div>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.</div> <div>[sideboard]</div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Voice of Victory</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Bard</div> <div> <div>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.</div> <div>[sideboard]</div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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Playtest cards - Nagao, yasutaka - Standard (World Championship 31 in Bellevue USA)

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 10/10 - 3 cards - 2.5 x 3.5 in each