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| <div>Archangel Elspeth<div><div>2</div><div>W</div><div>W</div></div><div>Legendary Planeswalker -- Elspeth</div><div>[+1]: Create a 1/1 white Soldier creature token with lifelink.<br/>[-2]: Put two +1/+1 counters on target creature. It becomes an Angel in addition to its other types and gains flying.<br/>[-6]: Return all nonland permanent cards with mana value 3 or less from your graveyard to the battlefield.</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Aven Interrupter<div><div>1</div><div>W</div><div>W</div></div><div>Creature -- Bird Rogue</div><div>Flash<br/>Flying<br/>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.)<br/>Spells your opponents cast from graveyards or from exile cost {2} more to cast.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Aven Interrupter<div><div>1</div><div>W</div><div>W</div></div><div>Creature -- Bird Rogue</div><div>Flash<br/>Flying<br/>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.)<br/>Spells your opponents cast from graveyards or from exile cost {2} more to cast.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Conduit Pylons<div>Land -- Desert</div><div>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>{T}: Add {C}.<br/>{1}, {T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                           |
| <div>Conduit Pylons<div>Land -- Desert</div><div>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>{T}: Add {C}.<br/>{1}, {T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                   | <div>Conduit Pylons<div>Land -- Desert</div><div>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>{T}: Add {C}.<br/>{1}, {T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                              | <div>Conduit Pylons<div>Land -- Desert</div><div>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>{T}: Add {C}.<br/>{1}, {T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                              | <div>Cosmic Rebirth<div><div>1</div><div>G</div><div>W</div></div><div>Instant</div><div>Choose target permanent card in your graveyard. If it has mana value 3 or less, you may put it onto the battlefield. If you don't put it onto the battlefield, put it into your hand.<br/>You gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Cosmic Rebirth</div><div><div>1</div><div>G</div><div>W</div></div></div> <div><div>Instant</div><div>Choose target permanent card in your graveyard. If it has mana value 3 or less, you may put it onto the battlefield. If you don't put it onto the battlefield, put it into your hand.<br/>You gain 3 life.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Cosmic Rebirth</div><div><div>1</div><div>G</div><div>W</div></div></div> <div><div>Instant</div><div>Choose target permanent card in your graveyard. If it has mana value 3 or less, you may put it onto the battlefield. If you don't put it onto the battlefield, put it into your hand.<br/>You gain 3 life.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Cosmic Rebirth</div><div><div>1</div><div>G</div><div>W</div></div></div> <div><div>Instant</div><div>Choose target permanent card in your graveyard. If it has mana value 3 or less, you may put it onto the battlefield. If you don't put it onto the battlefield, put it into your hand.<br/>You gain 3 life.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Creosote Heath</div></div> <div><div>Land -- Desert</div><div>This land enters tapped.<br/>When this land enters, it deals 1 damage to target opponent.<br/>{T}: Add {G} or {W}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                          |
| <div><div>Creosote Heath</div></div> <div><div>Land -- Desert</div><div>This land enters tapped.<br/>When this land enters, it deals 1 damage to target opponent.<br/>{T}: Add {G} or {W}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                 | <div><div>Creosote Heath</div></div> <div><div>Land -- Desert</div><div>This land enters tapped.<br/>When this land enters, it deals 1 damage to target opponent.<br/>{T}: Add {G} or {W}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                 | <div><div>Creosote Heath</div></div> <div><div>Land -- Desert</div><div>This land enters tapped.<br/>When this land enters, it deals 1 damage to target opponent.<br/>{T}: Add {G} or {W}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                 | <div><div>Demolition Field</div></div> <div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div>Demolition Field</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Demolition Field</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Destroy Evil</div><div>Instant</div><div><div>Choose one --</div><div>* Destroy target creature with toughness 4 or greater.</div><div>* Destroy target enchantment.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Destroy Evil</div><div>Instant</div><div><div>Choose one --</div><div>* Destroy target creature with toughness 4 or greater.</div><div>* Destroy target enchantment.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Destroy Evil</div><div>Instant</div><div><div>Choose one --</div><div>* Destroy target creature with toughness 4 or greater.</div><div>* Destroy target enchantment.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                     | <div><div>Destroy Evil</div><div>Instant</div><div><div>Choose one --</div><div>* Destroy target creature with toughness 4 or greater.</div><div>* Destroy target enchantment.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                     | <div><div>Forest</div><div>Basic Land -- Forest</div><div><div>{T}: Add {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                   | <div><div>Forest</div><div>Basic Land -- Forest</div><div><div>{T}: Add {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                   |

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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                              | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                              | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                              | <div>Freestrider Lookout26</div> <div>Creature -- Human Rogue</div> <div>Reach<br/>Whenever you commit a crime, look at the top five cards of your library. You may put a land card from among them onto the battlefield tapped. Put the rest on the bottom of your library in a random order. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Freestrider Lookout26</div> <div>Creature -- Human Rogue</div> <div>Reach<br/>Whenever you commit a crime, look at the top five cards of your library. You may put a land card from among them onto the battlefield tapped. Put the rest on the bottom of your library in a random order. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Freestrider Lookout26</div> <div>Creature -- Human Rogue</div> <div>Reach<br/>Whenever you commit a crime, look at the top five cards of your library. You may put a land card from among them onto the battlefield tapped. Put the rest on the bottom of your library in a random order. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Freestrider Lookout26</div> <div>Creature -- Human Rogue</div> <div>Reach<br/>Whenever you commit a crime, look at the top five cards of your library. You may put a land card from among them onto the battlefield tapped. Put the rest on the bottom of your library in a random order. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Huatli, Poet of Unity</div> <div>Card</div> <div>----- OTHER FACE -----</div> <div>Huatli, Poet of Unity</div> <div>Card</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                       |

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| <div><div><div>Hunter's Talent</div><div>①⑥</div></div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>When this Class enters, target creature you control deals damage equal to its power to target creature you don't control.<br/>{1}{6}: Level 2<br/>Whenever you attack, target attacking creature gets +1/+0 and gains trample until end of turn.<br/>{3}{6}: Level 3<br/>At the beginning of your end step, if you control a creature with power 4 or greater, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Hunter's Talent</div><div>①⑥</div></div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>When this Class enters, target creature you control deals damage equal to its power to target creature you don't control.<br/>{1}{6}: Level 2<br/>Whenever you attack, target attacking creature gets +1/+0 and gains trample until end of turn.<br/>{3}{6}: Level 3<br/>At the beginning of your end step, if you control a creature with power 4 or greater, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Hunter's Talent</div><div>①⑥</div></div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>When this Class enters, target creature you control deals damage equal to its power to target creature you don't control.<br/>{1}{6}: Level 2<br/>Whenever you attack, target attacking creature gets +1/+0 and gains trample until end of turn.<br/>{3}{6}: Level 3<br/>At the beginning of your end step, if you control a creature with power 4 or greater, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Hunter's Talent</div><div>①⑥</div></div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>When this Class enters, target creature you control deals damage equal to its power to target creature you don't control.<br/>{1}{6}: Level 2<br/>Whenever you attack, target attacking creature gets +1/+0 and gains trample until end of turn.<br/>{3}{6}: Level 3<br/>At the beginning of your end step, if you control a creature with power 4 or greater, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Outcaster Greenblade</div><div>②⑥</div></div><div>Creature -- Human Mercenary</div><div>When this creature enters, search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle.<br/>This creature gets +1/+1 for each Desert you control.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                             | <div><div><div>Outcaster Greenblade</div><div>②⑥</div></div><div>Creature -- Human Mercenary</div><div>When this creature enters, search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle.<br/>This creature gets +1/+1 for each Desert you control.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                             | <div><div><div>Outcaster Greenblade</div><div>②⑥</div></div><div>Creature -- Human Mercenary</div><div>When this creature enters, search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle.<br/>This creature gets +1/+1 for each Desert you control.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                             | <div><div><div>Outcaster Greenblade</div><div>②⑥</div></div><div>Creature -- Human Mercenary</div><div>When this creature enters, search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle.<br/>This creature gets +1/+1 for each Desert you control.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                             |

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| <div><div>Parting Gust</div><div><div>W</div><div>W</div></div></div> <div><div>Instant</div><div>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)<br/>Exile target nontoken creature. If the gift wasn't promised, return that card to the battlefield under its owner's control with a +1/+1 counter on it at the beginning of the next end step.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Parting Gust</div><div><div>W</div><div>W</div></div></div> <div><div>Instant</div><div>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)<br/>Exile target nontoken creature. If the gift wasn't promised, return that card to the battlefield under its owner's control with a +1/+1 counter on it at the beginning of the next end step.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Parting Gust</div><div><div>W</div><div>W</div></div></div> <div><div>Instant</div><div>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)<br/>Exile target nontoken creature. If the gift wasn't promised, return that card to the battlefield under its owner's control with a +1/+1 counter on it at the beginning of the next end step.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Parting Gust</div><div><div>W</div><div>W</div></div></div> <div><div>Instant</div><div>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)<br/>Exile target nontoken creature. If the gift wasn't promised, return that card to the battlefield under its owner's control with a +1/+1 counter on it at the beginning of the next end step.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Plains</div></div> <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> <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> <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> <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>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                              | <div>Season of the Burrow 3WW</div> <div>Sorcery</div> <div>Choose up to five {P} worth of modes. You may choose the same mode more than once.<br/>{P} -- Create a 1/1 white Rabbit creature token.<br/>{P}{P} -- Exile target nonland permanent. Its controller draws a card.<br/>{P}{P}{P} -- Return target permanent card with mana value 3 or less from your graveyard to the battlefield with an indestructible counter on it.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <div>Season of the Burrow 3WW</div> <div>Sorcery</div> <div>Choose up to five {P} worth of modes. You may choose the same mode more than once.<br/>{P} -- Create a 1/1 white Rabbit creature token.<br/>{P}{P} -- Exile target nonland permanent. Its controller draws a card.<br/>{P}{P}{P} -- Return target permanent card with mana value 3 or less from your graveyard to the battlefield with an indestructible counter on it.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Starfall Invocation 3WW</div> <div>Sorcery</div> <div>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)<br/>Destroy all creatures. If the gift was promised, return a creature card put into your graveyard this way to the battlefield under your control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Starfall Invocation 3WW</div> <div>Sorcery</div> <div>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)<br/>Destroy all creatures. If the gift was promised, return a creature card put into your graveyard this way to the battlefield under your control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Tranquil Frillback 2G</div> <div>Creature -- Dinosaur</div> <div>When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --<br/>* Destroy target artifact or enchantment.<br/>* Exile target player's graveyard.<br/>* You gain 4 life.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                  |

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| <b>Tranquil Frillback</b> (2)(G)<br><hr/> Creature -- Dinosaur<br><hr/> When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --<br>* Destroy target artifact or enchantment.<br>* Exile target player's graveyard.<br>* You gain 4 life.<br><div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Tranquil Frillback</b> (2)(G)<br><hr/> Creature -- Dinosaur<br><hr/> When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --<br>* Destroy target artifact or enchantment.<br>* Exile target player's graveyard.<br>* You gain 4 life.<br><div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Tranquil Frillback</b> (2)(G)<br><hr/> Creature -- Dinosaur<br><hr/> When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --<br>* Destroy target artifact or enchantment.<br>* Exile target player's graveyard.<br>* You gain 4 life.<br><div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Trostani, Three Whispers</b> (G)(G/W)(W)<br><hr/> Legendary Creature -- Dryad<br><hr/> {1}{G}: Target creature gains deathtouch until end of turn.<br>{G/W}: Target creature gains vigilance until end of turn.<br>{2}{W}: Target creature gains double strike until end of turn.<br><div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Elspeth's Smite</b> (W)<br><hr/> Instant<br><hr/> Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.<br><div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                      | <b>Final Showdown</b> (W)<br><hr/> Instant<br><hr/> Spree (Choose one or more additional costs.)<br>+ {1} -- All creatures lose all abilities until end of turn.<br>+ {1} -- Choose a creature you control. It gains indestructible until end of turn.<br>+ {3}{W}{W} -- Destroy all creatures.<br><div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>            | <b>Final Showdown</b> (W)<br><hr/> Instant<br><hr/> Spree (Choose one or more additional costs.)<br>+ {1} -- All creatures lose all abilities until end of turn.<br>+ {1} -- Choose a creature you control. It gains indestructible until end of turn.<br>+ {3}{W}{W} -- Destroy all creatures.<br><div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>            | <b>Goldvein Hydra</b> (X)(G)<br><hr/> Creature -- Hydra<br><hr/> Vigilance, trample, haste<br>This creature enters with X +1/+1 counters on it.<br>When this creature dies, create a number of tapped Treasure tokens equal to its power.<br><div>[sideboard]</div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                     |

**X G**

Vigilance, trample, haste  
This creature enters with X +1/+1  
counters on it.  
When this creature dies, create a  
number of tapped Treasure tokens  
equal to its power.

[sidebar]

0/0

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**X G**

Vigilance, trample, haste  
This creature enters with X +1/+1  
counters on it.  
When this creature dies, create a  
number of tapped Treasure tokens  
equal to its power.

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[sidebar]
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0/0

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2GG

When this creature enters, you gain 4 life.

If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.

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[sidebar]
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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

When this creature enters, you gain 4 life.

If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.

[sidebar]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

When this creature enters, you gain 4 life.

If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.

[sidebar]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

When this creature enters, you gain 4 life.  
If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.

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4/4

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### Sword of Once and Future ③

Equipped creature gets +2/+2 and has protection from blue and from black. Whenever equipped creature deals combat damage to a player, surveil 2. Then you may cast an instant or sorcery spell with mana value 2 or less from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead.

Equip {2}

[sidebar]

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① W W

When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.

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| <div><div><div>Temporary Lockdown</div><div><div>1</div><div>W</div><div>W</div></div></div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent 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> <td><div><div><div>Temporary Lockdown</div><div><div>1</div><div>W</div><div>W</div></div></div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent 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><td><div><div><div>Temporary Lockdown</div><div><div>1</div><div>W</div><div>W</div></div></div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent 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><td></td></td></td> | <div><div><div>Temporary Lockdown</div><div><div>1</div><div>W</div><div>W</div></div></div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent 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> <td><div><div><div>Temporary Lockdown</div><div><div>1</div><div>W</div><div>W</div></div></div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent 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><td></td></td> | <div><div><div>Temporary Lockdown</div><div><div>1</div><div>W</div><div>W</div></div></div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent 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> <td></td> |  |
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