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| <div><div>Ajani, Nacatl Pariah</div><div><div>1</div><div>W</div></div></div> <div>Legendary Creature -- Cat Warrior</div> <div>When Ajani enters, create a 2/1 white Cat Warrior creature token.<br/>Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control.</div> <div><div>1/2</div></div> <div>-----<br/>-- -- BACK FACE -- --</div> <div><div>Ajani, Nacatl Avenger</div><div>Legendary Planeswalker -- Ajani</div><div>[+2]: Put a +1/+1 counter on each Cat you control.<br/>[0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target.<br/>[-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.</div><div><div>L 3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div></div> | <div><div>Ajani, Nacatl Pariah</div><div><div>1</div><div>W</div></div></div> <div>Legendary Creature -- Cat Warrior</div> <div>When Ajani enters, create a 2/1 white Cat Warrior creature token.<br/>Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control.</div> <div><div>1/2</div></div> <div>-----<br/>-- -- BACK FACE -- --</div> <div><div>Ajani, Nacatl Avenger</div><div>Legendary Planeswalker -- Ajani</div><div>[+2]: Put a +1/+1 counter on each Cat you control.<br/>[0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target.<br/>[-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.</div><div><div>L 3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div></div> | <div><div>Ajani, Nacatl Pariah</div><div><div>1</div><div>W</div></div></div> <div>Legendary Creature -- Cat Warrior</div> <div>When Ajani enters, create a 2/1 white Cat Warrior creature token.<br/>Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control.</div> <div><div>1/2</div></div> <div>-----<br/>-- -- BACK FACE -- --</div> <div><div>Ajani, Nacatl Avenger</div><div>Legendary Planeswalker -- Ajani</div><div>[+2]: Put a +1/+1 counter on each Cat you control.<br/>[0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target.<br/>[-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.</div><div><div>L 3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div></div> | <div><div>Ajani, Nacatl Pariah</div><div><div>1</div><div>W</div></div></div> <div>Legendary Creature -- Cat Warrior</div> <div>When Ajani enters, create a 2/1 white Cat Warrior creature token.<br/>Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control.</div> <div><div>1/2</div></div> <div>-----<br/>-- -- BACK FACE -- --</div> <div><div>Ajani, Nacatl Avenger</div><div>Legendary Planeswalker -- Ajani</div><div>[+2]: Put a +1/+1 counter on each Cat you control.<br/>[0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target.<br/>[-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.</div><div><div>L 3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div></div> |
| <div><div>Arena of Glory</div></div> <div>Land</div> <div>This land enters tapped unless you control a Mountain.<br/>{T}: Add {R}.<br/>{R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | <div><div>Arid Mesa</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | <div><div>Arid Mesa</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | <div><div>Arid Mesa</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |

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| <div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains 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><div>Dalkovan Encampment</div><div>Land</div><div>This land enters tapped unless you control a Swamp or a Mountain. {T}: Add {W}. {2}{W}, {T}: Whenever you attack this turn, create two 1/1 red Warrior creature tokens that are tapped and attacking. Sacrifice them 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><div><div>Elegant Parlor</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Ephemerate</div><div>Instant</div><div>Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Ephemerate</div><div>Instant</div><div>Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Ephemerate</div><div>Instant</div><div>Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island 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><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island 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>                                                                                                                                              |

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| <div><div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Galvanic Discharge</div><div>Instant</div><div>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Galvanic Discharge</div><div>Instant</div><div>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                |
| <div><div><div>Goblin Bombardment</div><div>Enchantment</div><div>Sacrifice a creature: This enchantment deals 1 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   | <div><div><div>Goblin Bombardment</div><div>Enchantment</div><div>Sacrifice a creature: This enchantment deals 1 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   | <div><div><div>Goblin Bombardment</div><div>Enchantment</div><div>Sacrifice a creature: This enchantment deals 1 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                            | <div><div><div>Guide of Souls</div><div>Creature -- Human Cleric</div><div>Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Guide of Souls</b> <span>W</span><br>Creature -- Human Cleric<br>Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Guide of Souls</b> <span>W</span><br>Creature -- Human Cleric<br>Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Guide of Souls</b> <span>W</span><br>Creature -- Human Cleric<br>Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Hallowed Fountain</b><br>Land -- Plains Island<br>({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                      |
| <b>Hallowed Fountain</b><br>Land -- Plains Island<br>({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                     | <b>Marsh Flats</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                           | <b>Meticulous Archive</b><br>Land -- Plains Island<br>({T}: Add {W} or {U}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                      | <b>Ocelot Pride</b> <span>W</span><br>Creature -- Cat<br>First strike, lifelink Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div>Ocelot Pride</div> <div>W</div> <div>Creature -- Cat</div> <div>First strike, lifelink<br/>Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)<br/>At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ocelot Pride</div> <div>W</div> <div>Creature -- Cat</div> <div>First strike, lifelink<br/>Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)<br/>At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ocelot Pride</div> <div>W</div> <div>Creature -- Cat</div> <div>First strike, lifelink<br/>Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)<br/>At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                               |
| <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                          | <div>Quantum Riddler</div> <div>3UU</div> <div>Creature -- Sphinx</div> <div>Flying<br/>When this creature enters, draw a card.<br/>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.<br/>Warp {1}{U}</div> <div>4/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                            | <div>Quantum Riddler</div> <div>3UU</div> <div>Creature -- Sphinx</div> <div>Flying<br/>When this creature enters, draw a card.<br/>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.<br/>Warp {1}{U}</div> <div>4/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                            | <div>Quantum Riddler</div> <div>3UU</div> <div>Creature -- Sphinx</div> <div>Flying<br/>When this creature enters, draw a card.<br/>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.<br/>Warp {1}{U}</div> <div>4/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Quantum Riddler</div><div><div>3</div><div>U</div><div>U</div></div></div><div><div>Creature -- Sphinx</div><div><div>Flying</div><div>When this creature enters, draw a card.</div><div>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.</div><div>Warp {1}{U}</div></div><div><div>4/6</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                                                | <div><div><div>Ragavan, Nimble Pilferer</div><div><div>R</div></div></div><div><div>Legendary Creature -- Monkey Pirate</div><div><div>Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.</div><div>Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)</div></div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Ragavan, Nimble Pilferer</div><div><div>R</div></div></div><div><div>Legendary Creature -- Monkey Pirate</div><div><div>Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.</div><div>Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)</div></div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Ragavan, Nimble Pilferer</div><div><div>R</div></div></div><div><div>Legendary Creature -- Monkey Pirate</div><div><div>Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.</div><div>Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)</div></div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |
| <div><div><div>Ragavan, Nimble Pilferer</div><div><div>R</div></div></div><div><div>Legendary Creature -- Monkey Pirate</div><div><div>Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.</div><div>Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)</div></div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Sacred Foundry</div></div><div><div>Land -- Mountain Plains</div><div><div>{T}: Add {R} or {W}.</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                            | <div><div><div>Sacred Foundry</div></div><div><div>Land -- Mountain Plains</div><div><div>{T}: Add {R} or {W}.</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                            | <div><div><div>Scalding Tarn</div></div><div><div>Land</div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div></div></div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                   |

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| <div> <div>Solitude</div> <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div>Flash</div> <div>Lifelink</div> <div>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.</div> <div>Invoke--Exile a white card from your hand.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                    | <div> <div>Solitude</div> <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div>Flash</div> <div>Lifelink</div> <div>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.</div> <div>Invoke--Exile a white card from your hand.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                    | <div> <div>Solitude</div> <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div>Flash</div> <div>Lifelink</div> <div>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.</div> <div>Invoke--Exile a white card from your hand.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Solitude</div> <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div>Flash</div> <div>Lifelink</div> <div>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.</div> <div>Invoke--Exile a white card from your hand.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Starfield Shepherd</div> <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Angel</div> <div>Flying</div> <div>When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.</div> <div>Warp {1}{W} (You may cast this card from your hand for its warp cost.</div> <div>Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Starfield Shepherd</div> <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Angel</div> <div>Flying</div> <div>When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.</div> <div>Warp {1}{W} (You may cast this card from your hand for its warp cost.</div> <div>Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Steam Vents</div> </div> <div> <div>Land -- Island Mountain</div> <div>{T}: Add {U} or {R}.)</div> <div>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>Thraben Charm</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div>Choose one --</div> <div>* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.</div> <div>* Destroy target enchantment.</div> <div>* Exile any number of target players' graveyards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                      |

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| <b>Thraben Charm</b> (1)(W)<br><hr/> Instant<br><hr/> Choose one --<br>* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.<br>* Destroy target enchantment.<br>* Exile any number of target players' graveyards.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>       | <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.) Your opponents can't cast spells during your turn.<br><div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <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.) Your opponents can't cast spells during your turn.<br><div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Windswept Heath</b><br><hr/> Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                      |
| <b>Consign to Memory</b> (U)<br><hr/> Instant<br><hr/> Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.<br><br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Consign to Memory</b> (U)<br><hr/> Instant<br><hr/> Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.<br><br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                        | <b>Consign to Memory</b> (U)<br><hr/> Instant<br><hr/> Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.<br><br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                        | <b>Elesh Norn, Mother of Machines</b> (4)(W)<br><hr/> Legendary Creature -- Phyrexian Praetor<br><hr/> Vigilance<br>If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. Permanents entering don't cause abilities of permanents your opponents control to trigger.<br><br>[sideboard]<br><div>4/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |



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| <div> <div>Flusterstorm</div> <div>U</div> </div> <div>Instant</div> <div> <p>Counter target instant or sorcery spell unless its controller pays {1}.</p> <p>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                     | <div> <div>Mystical Dispute</div> <div>2U</div> </div> <div>Instant</div> <div> <p>This spell costs {2} less to cast if it targets a blue spell.</p> <p>Counter target spell unless its controller pays {3}.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Obsidian Charmaw</div> <div>3RR</div> </div> <div>Creature -- Dragon</div> <div> <p>This spell costs {1} less to cast for each land your opponents control that could produce {C}.</p> <p>Flying</p> <p>When this creature enters, destroy target nonbasic land an opponent controls.</p> </div> <div>[sideboard]</div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Obsidian Charmaw</div> <div>3RR</div> </div> <div>Creature -- Dragon</div> <div> <p>This spell costs {1} less to cast for each land your opponents control that could produce {C}.</p> <p>Flying</p> <p>When this creature enters, destroy target nonbasic land an opponent controls.</p> </div> <div>[sideboard]</div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                               |
| <div> <div>Sanctifier en-Vec</div> <div>WW</div> </div> <div>Creature -- Human Cleric</div> <div> <p>Protection from black and from red</p> <p>When this creature enters, exile all cards that are black or red from all graveyards.</p> <p>If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.</p> </div> <div>[sideboard]</div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Spell Snare</div> <div>U</div> </div> <div>Instant</div> <div> <p>Counter target spell with mana value 2.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                         | <div> <div>Spell Snare</div> <div>U</div> </div> <div>Instant</div> <div> <p>Counter target spell with mana value 2.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                            | <div> <div>Surgical Extraction</div> <div>BP</div> </div> <div>Instant</div> <div> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div> <div>Surgical Extraction</div> <div>BP</div> </div> <div> <div>Instant</div> <div> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Wrath of the Skies</div> <div>XWW</div> </div> <div> <div>Sorcery</div> <div> <p>You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Wrath of the Skies</div> <div>XWW</div> </div> <div> <div>Sorcery</div> <div> <p>You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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