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| <div><div>Abhorrent Oculus</div><div><div>2</div><div>U</div></div></div> <div><div>Creature -- Eye</div><div>As an additional cost to cast this spell, exile six cards from your graveyard.<br/>Flying<br/>At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Abhorrent Oculus</div><div><div>2</div><div>U</div></div></div> <div><div>Creature -- Eye</div><div>As an additional cost to cast this spell, exile six cards from your graveyard.<br/>Flying<br/>At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Abhorrent Oculus</div><div><div>2</div><div>U</div></div></div> <div><div>Creature -- Eye</div><div>As an additional cost to cast this spell, exile six cards from your graveyard.<br/>Flying<br/>At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Abhorrent Oculus</div><div><div>2</div><div>U</div></div></div> <div><div>Creature -- Eye</div><div>As an additional cost to cast this spell, exile six cards from your graveyard.<br/>Flying<br/>At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Abrade</div><div><div>1</div><div>R</div></div></div> <div><div>Instant</div><div>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                           | <div><div>Abrade</div><div><div>1</div><div>R</div></div></div> <div><div>Instant</div><div>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                           | <div><div>Battlefield Forge</div></div> <div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {W}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                           | <div><div>Battlefield Forge</div></div> <div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {W}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                           |

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| <div><div><div>Faerie Mastermind</div><div><div>1</div><div>U</div></div></div><div>Creature -- Faerie Rogue</div><div>Flash<br/>Flying<br/>Whenever an opponent draws their second card each turn, you draw a card.<br/>{3}{U}: Each player draws a card.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                    | <div><div><div>Faerie Mastermind</div><div><div>1</div><div>U</div></div></div><div>Creature -- Faerie Rogue</div><div>Flash<br/>Flying<br/>Whenever an opponent draws their second card each turn, you draw a card.<br/>{3}{U}: Each player draws a card.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                    | <div><div><div>Fear of Missing Out</div><div><div>1</div><div>R</div></div></div><div>Enchantment Creature -- Nightmare</div><div>When this creature enters, discard a card, then draw a card.<br/>Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.</div><div><div>2/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             | <div><div><div>Fear of Missing Out</div><div><div>1</div><div>R</div></div></div><div>Enchantment Creature -- Nightmare</div><div>When this creature enters, discard a card, then draw a card.<br/>Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.</div><div><div>2/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             |
| <div><div><div>Fear of Missing Out</div><div><div>1</div><div>R</div></div></div><div>Enchantment Creature -- Nightmare</div><div>When this creature enters, discard a card, then draw a card.<br/>Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.</div><div><div>2/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fear of Missing Out</div><div><div>1</div><div>R</div></div></div><div>Enchantment Creature -- Nightmare</div><div>When this creature enters, discard a card, then draw a card.<br/>Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.</div><div><div>2/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Glacial Dragonhunt</div><div><div>U</div><div>R</div></div></div><div>Sorcery</div><div>Draw a card, then you may discard a card. When you discard a nonland card this way, Glacial Dragonhunt deals 3 damage to target creature.<br/>Harmonize {4}{U}{R} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</div><div><div>2/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Glacial Dragonhunt</div><div><div>U</div><div>R</div></div></div><div>Sorcery</div><div>Draw a card, then you may discard a card. When you discard a nonland card this way, Glacial Dragonhunt deals 3 damage to target creature.<br/>Harmonize {4}{U}{R} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</div><div><div>2/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Helping Hand</div><div>W</div></div> <div>Sorcery</div> <div>Return target creature card with mana value 3 or less from your graveyard to the battlefield tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Helping Hand</div><div>W</div></div> <div>Sorcery</div> <div>Return target creature card with mana value 3 or less from your graveyard to the battlefield tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Helping Hand</div><div>W</div></div> <div>Sorcery</div> <div>Return target creature card with mana value 3 or less from your graveyard to the battlefield tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Helping Hand</div><div>W</div></div> <div>Sorcery</div> <div>Return target creature card with mana value 3 or less from your graveyard to the battlefield tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Inspiring Vantage</div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                  | <div><div>Inspiring Vantage</div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                  | <div><div>Inspiring Vantage</div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                  | <div><div>Inspiring Vantage</div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                  |

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| <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                         | <div>Kitsa, Otterball Elite 1U</div> <div>Legendary Creature -- Otter Wizard</div> <div>Vigilance<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>{T}: Draw a card, then discard a card.<br/>{2}, {T}: Copy target instant or sorcery spell you control. You may choose new targets for the copy.<br/>Activate only if Kitsa's power is 3 or greater.</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Kitsa, Otterball Elite 1U</div> <div>Legendary Creature -- Otter Wizard</div> <div>Vigilance<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>{T}: Draw a card, then discard a card.<br/>{2}, {T}: Copy target instant or sorcery spell you control. You may choose new targets for the copy.<br/>Activate only if Kitsa's power is 3 or greater.</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</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 PLAY botbox.dev</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 PLAY botbox.dev</div> | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                  | <div>Narset, Jeskai Waymaster URW</div> <div>Legendary Creature -- Human Monk</div> <div>At the beginning of your end step, you may discard your hand. If you do, draw cards equal to the number of spells you've cast this turn.</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                          | <div>Proft's Eidetic Memory 1U</div> <div>Legendary Enchantment</div> <div>When Proft's Eidetic Memory enters, draw a card.<br/>You have no maximum hand size.<br/>At the beginning of combat on your turn, if you've drawn more than one card this turn, put X +1/+1 counters on target creature you control, where X is the number of cards you've drawn this turn minus one.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div><div>Proft's Eidetic Memory 1U</div><div>Legendary Enchantment</div><div>When Proft's Eidetic Memory enters, draw a card.<br/>You have no maximum hand size.<br/>At the beginning of combat on your turn, if you've drawn more than one card this turn, put X +1/+1 counters on target creature you control, where X is the number of cards you've drawn this turn minus one.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Proft's Eidetic Memory 1U</div><div>Legendary Enchantment</div><div>When Proft's Eidetic Memory enters, draw a card.<br/>You have no maximum hand size.<br/>At the beginning of combat on your turn, if you've drawn more than one card this turn, put X +1/+1 counters on target creature you control, where X is the number of cards you've drawn this turn minus one.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Recommission 1W</div><div>Sorcery</div><div>Return target artifact or creature card with mana value 3 or less from your graveyard to the battlefield. If a creature enters this way, it enters with an additional +1/+1 counter on it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Recommission 1W</div><div>Sorcery</div><div>Return target artifact or creature card with mana value 3 or less from your graveyard to the battlefield. If a creature enters this way, it enters with an additional +1/+1 counter on it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Seachrome Coast</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                   | <div><div>Seachrome Coast</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                   | <div><div>Seachrome Coast</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                 | <div><div>Seachrome Coast</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                 |

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| <div><div>Shivan Reef</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {R}. This land deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Shivan Reef</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {R}. This land deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Shivan Reef</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {R}. This land deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                            | <div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                |
| <div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                     | <div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                     | <div><div>Spirebluff Canal</div><div>Land</div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {U} or {R}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Spirebluff Canal</div><div>Land</div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {U} or {R}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                 | <div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                 | <div><div>Steamcore Scholar2U</div><div>Creature -- Weird Detective</div><div>Flying, vigilance<br/>When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                          | <div><div>Steamcore Scholar2U</div><div>Creature -- Weird Detective</div><div>Flying, vigilance<br/>When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Steamcore Scholar2U</div><div>Creature -- Weird Detective</div><div>Flying, vigilance<br/>When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Steamcore Scholar2U</div><div>Creature -- Weird Detective</div><div>Flying, vigilance<br/>When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tersa Lightshatter2R</div><div>Legendary Creature -- Orc Wizard</div><div>Haste<br/>When Tersa Lightshatter enters, discard up to two cards, then draw that many cards.<br/>Whenever Tersa Lightshatter attacks, if there are seven or more cards in your graveyard, exile a card at random from your graveyard. You may play that card this turn.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thundering Falls</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (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>                       |

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| <div>Torch the Tower (R)</div> <div>Instant</div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Torch the Tower (R)</div> <div>Instant</div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Torch the Tower (R)</div> <div>Instant</div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Torch the Tower (R)</div> <div>Instant</div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                           |
| <div>Abrade (1 R)</div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Abrade deals 3 damage to target creature.</li> <li>* Destroy target artifact.</li> </ul> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                            | <div>Brotherhood's End (1 R R)</div> <div>Sorcery</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Brotherhood's End deals 3 damage to each creature and each planeswalker.</li> <li>* Destroy all artifacts with mana value 3 or less.</li> </ul> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                        | <div>Burst Lightning (R)</div> <div>Instant</div> <div> <p>Kicker {4} (You may pay an additional {4} as you cast this spell.)</p> <p>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                        | <div>Chandra, Spark Hunter (3 R)</div> <div>Legendary Planeswalker -- Chandra</div> <div> <p>At the beginning of combat on your turn, choose up to one target Vehicle you control. Until end of turn, it becomes an artifact creature and gains haste.</p> <p>[+2]: You may sacrifice an artifact or discard a card. If you do, draw a card.</p> <p>[0]: Create a 3/2 colorless Vehicle artifact token with crew 1.</p> <p>[-7]: You get an emblem with "Whenever an artifact you control enters, this emblem deals 3 damage to any target."</p> <p>[sideboard]</p> </div> <div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> |

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| <div><div>Chandra, Spark Hunter</div><div><div>3</div><div>R</div></div></div> <div>Legendary Planeswalker -- Chandra</div> <div>At the beginning of combat on your turn, choose up to one target Vehicle you control. Until end of turn, it becomes an artifact creature and gains haste.<br/>[+2]: You may sacrifice an artifact or discard a card. If you do, draw a card.<br/>[0]: Create a 3/2 colorless Vehicle artifact token with crew 1.<br/>[-7]: You get an emblem with "Whenever an artifact you control enters, this emblem deals 3 damage to any target."<br/><br/>[sideboard]</div> <div><div>L4</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Destroy Evil</div><div><div>1</div><div>W</div></div></div> <div>Instant</div> <div>Choose one --<br/>* Destroy target creature with toughness 4 or greater.<br/>* Destroy target enchantment.<br/><br/>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                          | <div><div>Destroy Evil</div><div><div>1</div><div>W</div></div></div> <div>Instant</div> <div>Choose one --<br/>* Destroy target creature with toughness 4 or greater.<br/>* Destroy target enchantment.<br/><br/>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                          | <div><div>Disdainful Stroke</div><div><div>1</div><div>U</div></div></div> <div>Instant</div> <div>Counter target spell with mana value 4 or greater.<br/><br/>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                         |
| <div><div>Exorcise</div><div><div>1</div><div>W</div></div></div> <div>Sorcery</div> <div>Exile target artifact, enchantment, or creature with power 4 or greater.<br/><br/>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                               | <div><div>Ghost Vacuum</div><div><div>1</div></div></div> <div>Artifact</div> <div>{T}: Exile target card from a graveyard.<br/>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.<br/><br/>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Ghost Vacuum</div><div><div>1</div></div></div> <div>Artifact</div> <div>{T}: Exile target card from a graveyard.<br/>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.<br/><br/>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>High Noon</div><div><div>1</div><div>W</div></div></div> <div>Enchantment</div> <div>Each player can't cast more than one spell each turn.<br/>{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.<br/><br/>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div>High Noon</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>Each player can't cast more than one spell each turn.</p> <p>{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Kutzil's Flanker</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Cat Warrior</div> <div> <p>Flash</p> <p>When this creature enters, choose one --</p> <ul style="list-style-type: none"> <li>* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.</li> <li>* You gain 2 life and scry 2.</li> <li>* Exile target player's graveyard.</li> </ul> <p>[sideboard]</p> </div> </div> <div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Negate</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Counter target noncreature spell.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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