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| <b>Anointed Peacekeeper</b> (2)(W)<br>Creature -- Human Cleric<br>Vigilance<br>As this creature enters, look at an opponent's hand, then choose any card name.<br>Spells your opponents cast with the chosen name cost {2} more to cast.<br>Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Anointed Peacekeeper</b> (2)(W)<br>Creature -- Human Cleric<br>Vigilance<br>As this creature enters, look at an opponent's hand, then choose any card name.<br>Spells your opponents cast with the chosen name cost {2} more to cast.<br>Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Anointed Peacekeeper</b> (2)(W)<br>Creature -- Human Cleric<br>Vigilance<br>As this creature enters, look at an opponent's hand, then choose any card name.<br>Spells your opponents cast with the chosen name cost {2} more to cast.<br>Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Archon of Emeria</b> (2)(W)<br>Creature -- Archon<br>Flying<br>Each player can't cast more than one spell each turn.<br>Nonbasic lands your opponents control enter tapped.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                             |
| <b>Archon of Emeria</b> (2)(W)<br>Creature -- Archon<br>Flying<br>Each player can't cast more than one spell each turn.<br>Nonbasic lands your opponents control enter tapped.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                           | <b>Archon of Emeria</b> (2)(W)<br>Creature -- Archon<br>Flying<br>Each player can't cast more than one spell each turn.<br>Nonbasic lands your opponents control enter tapped.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                           | <b>Aven Interrupter</b> (1)(W)(W)<br>Creature -- Bird Rogue<br>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.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                               | <b>Aven Interrupter</b> (1)(W)(W)<br>Creature -- Bird Rogue<br>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.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div><div><div>Aven Interrupter</div><div><div>1</div><div>W</div><div>W</div></div></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><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Aven Interrupter</div><div><div>1</div><div>W</div><div>W</div></div></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><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Boseiju, Who Endures</div></div><div><div>Legendary Land</div><div>{T}: Add {G}.<br/>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Branchloft Pathway</div></div><div><div>Land</div><div>{T}: Add {G}.</div></div><div><div>--- BACK FACE ---</div><div><div>Boulderloft Pathway</div></div><div><div>Land</div><div>{T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Branchloft Pathway</div></div><div><div>Land</div><div>{T}: Add {G}.</div></div><div><div>--- BACK FACE ---</div><div><div>Boulderloft Pathway</div></div><div><div>Land</div><div>{T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                        | <div><div><div>Branchloft Pathway</div></div><div><div>Land</div><div>{T}: Add {G}.</div></div><div><div>--- BACK FACE ---</div><div><div>Boulderloft Pathway</div></div><div><div>Land</div><div>{T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                        | <div><div><div>Branchloft Pathway</div></div><div><div>Land</div><div>{T}: Add {G}.</div></div><div><div>--- BACK FACE ---</div><div><div>Boulderloft Pathway</div></div><div><div>Land</div><div>{T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                           | <div><div><div>Brushland</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {W}. This land deals 1 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                  |

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| <div>Brushland</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {G} or {W}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                | <div>Brushland</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {G} or {W}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                | <div>Brushland</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {G} or {W}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                | <div>Collected Company36</div> <div>Instant</div> <div>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                           |
| <div>Collected Company36</div> <div>Instant</div> <div>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Collected Company36</div> <div>Instant</div> <div>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Collected Company36</div> <div>Instant</div> <div>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Eiganjo, Seat of the Empire</div> <div>Legendary Land</div> <div>{T}: Add {W}.</div> <div>Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div>Elite Spellbinder</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>Flying</div> <div>When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.</div> </div> <div> <div>3/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Elite Spellbinder</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>Flying</div> <div>When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.</div> </div> <div> <div>3/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Elvish Mystic</div> <div> <div>G</div> </div> </div> <div> <div>Creature -- Elf Druid</div> <div> <div>{T}: Add {G}.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                               | <div> <div>Elvish Mystic</div> <div> <div>G</div> </div> </div> <div> <div>Creature -- Elf Druid</div> <div> <div>{T}: Add {G}.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                   |
| <div> <div>Elvish Mystic</div> <div> <div>G</div> </div> </div> <div> <div>Creature -- Elf Druid</div> <div> <div>{T}: Add {G}.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                        | <div> <div>Elvish Mystic</div> <div> <div>G</div> </div> </div> <div> <div>Creature -- Elf Druid</div> <div> <div>{T}: Add {G}.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                        | <div> <div>Emeria's Call</div> <div> <div>4</div> <div>W</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Create two 4/4 white Angel Warrior creature tokens with flying. Non-Angel creatures you control gain indestructible until your next turn.</div> <div> <div>-----</div> <div>BACK FACE</div> <div>-----</div> </div> <div> <div>Emeria, Shattered Skyclave</div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</div> </div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Enduring Innocence</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment Creature -- Sheep Glimmer</div> <div> <div>Lifelink</div> <div>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)</div> </div> <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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| <b>Enduring Innocence</b> (1)(W)(W)<br>Enchantment Creature -- Sheep Glimmer<br>Lifelink<br>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.<br>When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Enduring Innocence</b> (1)(W)(W)<br>Enchantment Creature -- Sheep Glimmer<br>Lifelink<br>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.<br>When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Grand Abolisher</b> (W)(W)<br>Creature -- Human Cleric<br>During your turn, your opponents can't cast spells or activate abilities of artifacts, creatures, or enchantments.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Kayla's Reconstruction</b> (X)(W)(W)(W)<br>Sorcery<br>Look at the top seven cards of your library. Put up to X artifact and/or creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Llanowar Elves</b> (G)<br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                         | <b>Llanowar Elves</b> (G)<br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                         | <b>Llanowar Elves</b> (G)<br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                             | <b>Llanowar Elves</b> (G)<br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                         |

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| <div><div>Plains</div><div>Basic Land -- Plains</div><div>(<b>{T}</b>): Add <b>{W}</b>.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                 | <div><div>Plains</div><div>Basic Land -- Plains</div><div>(<b>{T}</b>): Add <b>{W}</b>.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                 | <div><div>Portable Hole</div><div>Artifact</div><div>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Portable Hole</div><div>Artifact</div><div>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/><b>{T}</b>: Add <b>{G}</b> or <b>{W}</b>.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/><b>{T}</b>: Add <b>{G}</b> or <b>{W}</b>.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/><b>{T}</b>: Add <b>{G}</b> or <b>{W}</b>.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                  | <div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/><b>{T}</b>: Add <b>{G}</b> or <b>{W}</b>.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                  |

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| <b>Restless Prairie</b><br><hr/> Land<br><hr/> <p>This land enters tapped.<br/> {T}: Add {G} or {W}.<br/> {2}{G}{W}: This land becomes a 3/3 green and white Llama creature until end of turn. It's still a land. Whenever this land attacks, other creatures you control get +1/+1 until end of turn.</p> <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Skyclave Apparition</b> ①W②W<br><hr/> Creature -- Kor Spirit<br><hr/> <p>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br/> When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.</p> <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Skyclave Apparition</b> ①W②W<br><hr/> Creature -- Kor Spirit<br><hr/> <p>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br/> When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.</p> <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Temple Garden</b><br><hr/> Land -- Forest Plains<br><hr/> <p>{T}: Add {G} or {W}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>       |
| <b>Temple Garden</b><br><hr/> Land -- Forest Plains<br><hr/> <p>{T}: Add {G} or {W}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                   | <b>Temple Garden</b><br><hr/> Land -- Forest Plains<br><hr/> <p>{T}: Add {G} or {W}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                      | <b>Temple Garden</b><br><hr/> Land -- Forest Plains<br><hr/> <p>{T}: Add {G} or {W}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                      | <b>Thalia, Guardian of Thraben</b> ①W<br><hr/> Legendary Creature -- Human Soldier<br><hr/> <p>First strike<br/> Noncreature spells cost {1} more to cast.</p> <div>2/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

① ② W

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

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

Flash  
When this creature enters, exile up to one other target non-Fox creature until this creature leaves the battlefield.  
{1}{W}, Sacrifice this creature: You gain 2 life.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

Flash  
When this creature enters, exile up to one other target non-Fox creature until this creature leaves the battlefield.  
{1}{W}, Sacrifice this creature: You gain 2 life.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

Flash  
When this creature enters, exile up to one other target non-Fox creature until this creature leaves the battlefield.  
{1}{W}, Sacrifice this creature: You gain 2 life.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

Flash  
Vigilance  
When this creature enters, any number of other target creatures you control phase out. (Treat them and anything attached to them as though they don't exist until their controller's next turn.)

[sidebar]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

Flash  
Vigilance  
When this creature enters, any number of other target creatures you control phase out. (Treat them and anything attached to them as though they don't exist until their controller's next turn.)

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑤

Flash

When this creature enters, choose one --

- \* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.
- \* You gain 2 life and scry 2.
- \* Exile target player's graveyard.

[sidebar]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Flash  
When this creature enters, choose one --

- \* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.
- \* You gain 2 life and scry 2.
- \* Exile target player's graveyard.

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <b>Portable Hole</b> <span>W</span> </div> <div>Artifact</div> <div> <p>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</p> <p>[sideboard]</p> </div> <div> <div>2/3</div> <div>--- BACK FACE ---</div> </div> <div> <b>Valkmira, Protector's Shield</b> <span>3W</span> </div> <div> <div>Legendary Artifact</div> <p>If a source an opponent controls would deal damage to you or a permanent you control, prevent 1 of that damage. Whenever you or another permanent you control becomes the target of a spell or ability an opponent controls, counter that spell or ability unless its controller pays {1}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Reidane, God of the Worthy</b> <span>2W</span> </div> <div> <div>Legendary Creature -- God</div> <p>Flying, vigilance<br/>Snow lands your opponents control enter tapped.<br/>Noncreature spells your opponents cast with mana value 4 or greater cost {2} more to cast.</p> <p>[sideboard]</p> </div> <div> <div>2/3</div> <div>--- BACK FACE ---</div> </div> <div> <b>Valkmira, Protector's Shield</b> <span>3W</span> </div> <div> <div>Legendary Artifact</div> <p>If a source an opponent controls would deal damage to you or a permanent you control, prevent 1 of that damage. Whenever you or another permanent you control becomes the target of a spell or ability an opponent controls, counter that spell or ability unless its controller pays {1}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Reidane, God of the Worthy</b> <span>2W</span> </div> <div> <div>Legendary Creature -- God</div> <p>Flying, vigilance<br/>Snow lands your opponents control enter tapped.<br/>Noncreature spells your opponents cast with mana value 4 or greater cost {2} more to cast.</p> <p>[sideboard]</p> </div> <div> <div>2/3</div> <div>--- BACK FACE ---</div> </div> <div> <b>Valkmira, Protector's Shield</b> <span>3W</span> </div> <div> <div>Legendary Artifact</div> <p>If a source an opponent controls would deal damage to you or a permanent you control, prevent 1 of that damage. Whenever you or another permanent you control becomes the target of a spell or ability an opponent controls, counter that spell or ability unless its controller pays {1}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Rest in Peace</b> <span>1W</span> </div> <div> <div>Enchantment</div> <p>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Serra Paragon</b> <span>2WW</span> </div> <div> <div>Creature -- Angel</div> <p>Flying<br/>Once during each of your turns, you may play a land from your graveyard or cast a permanent spell with mana value 3 or less from your graveyard. If you do, it gains "When this permanent is put into a graveyard from the battlefield, exile it and you gain 2 life."</p> <p>[sideboard]</p> </div> <div> <div>3/4</div> <div>--- BACK FACE ---</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                       | <div> <b>Skyclave Apparition</b> <span>1WW</span> </div> <div> <div>Creature -- Kor Spirit</div> <p>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br/>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>--- BACK FACE ---</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                | <div> <b>Skyclave Apparition</b> <span>1WW</span> </div> <div> <div>Creature -- Kor Spirit</div> <p>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br/>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>--- BACK FACE ---</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                | <div> <b>Temporary Lockdown</b> <span>1WW</span> </div> <div> <div>Enchantment</div> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

## Temporary Lockdown (1)(W)(W)

Enchantment

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

[sideboard]

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## Temporary Lockdown (1)(W)(W)

Enchantment

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

[sideboard]

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## Yasharn, Implacable Earth (2)(G)(W)

Legendary Creature -- Elemental Boar

When Yasharn enters, search your library for a basic Forest card and a basic Plains card, reveal those cards, put them into your hand, then shuffle.

Players can't pay life or sacrifice nonland permanents to cast spells or activate abilities.

[sideboard]

4/4

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