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| <div><div>Ash Barrens</div><div>Land</div><div><div>{T}: Add {C}.</div><div>Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                | <div><div>Ash Barrens</div><div>Land</div><div><div>{T}: Add {C}.</div><div>Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                | <div><div>Ash Barrens</div><div>Land</div><div><div>{T}: Add {C}.</div><div>Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Ash Barrens</div><div>Land</div><div><div>{T}: Add {C}.</div><div>Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Conduit Pylons</div><div>Land -- Desert</div><div><div>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>{T}: Add {C}.</div><div>{1}, {T}: Add one mana of any color.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Conduit Pylons</div><div>Land -- Desert</div><div><div>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>{T}: Add {C}.</div><div>{1}, {T}: Add one mana of any color.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Drake Familiar</div><div>①②</div><div>Creature -- Drake</div><div><div>Flying</div><div>When this creature enters, sacrifice it unless you return an enchantment to its owner's hand.</div></div><div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>          | <div><div>Drake Familiar</div><div>①②</div><div>Creature -- Drake</div><div><div>Flying</div><div>When this creature enters, sacrifice it unless you return an enchantment to its owner's hand.</div></div><div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>          |

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| <div> <div>Drake Familiar</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Drake</div> <div> <div>Flying</div> <div>When this creature enters, sacrifice it unless you return an enchantment to its owner's hand.</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>Etali's Favor</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant creature you control</div> <div>When this Aura enters, discover 3. (Exile cards from the top of your library until you exile a nonland card with mana value 3 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)</div> <div>Enchanted creature gets +1/+1 and has trample.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Etali's Favor</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant creature you control</div> <div>When this Aura enters, discover 3. (Exile cards from the top of your library until you exile a nonland card with mana value 3 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)</div> <div>Enchanted creature gets +1/+1 and has trample.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Etali's Favor</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant creature you control</div> <div>When this Aura enters, discover 3. (Exile cards from the top of your library until you exile a nonland card with mana value 3 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)</div> <div>Enchanted creature gets +1/+1 and has trample.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Gingerbrute</div> <div> <div>1</div> </div> </div> <div> <div>Artifact Creature -- Food Golem</div> <div> <div>Haste (This creature can attack and {T} as soon as it comes under your control.)</div> <div>{1}: This creature can't be blocked this turn except by creatures with haste.</div> <div>{2}, {T}, Sacrifice this creature: You gain 3 life.</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>Gingerbrute</div> <div> <div>1</div> </div> </div> <div> <div>Artifact Creature -- Food Golem</div> <div> <div>Haste (This creature can attack and {T} as soon as it comes under your control.)</div> <div>{1}: This creature can't be blocked this turn except by creatures with haste.</div> <div>{2}, {T}, Sacrifice this creature: You gain 3 life.</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>Gingerbrute</div> <div> <div>1</div> </div> </div> <div> <div>Artifact Creature -- Food Golem</div> <div> <div>Haste (This creature can attack and {T} as soon as it comes under your control.)</div> <div>{1}: This creature can't be blocked this turn except by creatures with haste.</div> <div>{2}, {T}, Sacrifice this creature: You gain 3 life.</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>Gingerbrute</div> <div> <div>1</div> </div> </div> <div> <div>Artifact Creature -- Food Golem</div> <div> <div>Haste (This creature can attack and {T} as soon as it comes under your control.)</div> <div>{1}: This creature can't be blocked this turn except by creatures with haste.</div> <div>{2}, {T}, Sacrifice this creature: You gain 3 life.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                      |

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| <div><div>Inspiring Overseer<div>2W</div></div><div>Creature -- Angel Cleric</div><div>Flying<br/>When this creature enters, you gain 1 life and draw a card.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Inspiring Overseer<div>2W</div></div><div>Creature -- Angel Cleric</div><div>Flying<br/>When this creature enters, you gain 1 life and draw a card.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Inspiring Overseer<div>2W</div></div><div>Creature -- Angel Cleric</div><div>Flying<br/>When this creature enters, you gain 1 life and draw a card.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Inspiring Overseer<div>2W</div></div><div>Creature -- Angel Cleric</div><div>Flying<br/>When this creature enters, you gain 1 life and draw a card.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Inviolability<div>1W</div></div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Prevent all damage that would be dealt to enchanted creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             | <div><div>Inviolability<div>1W</div></div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Prevent all damage that would be dealt to enchanted creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             | <div><div>Inviolability<div>1W</div></div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Prevent all damage that would be dealt to enchanted creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             | <div><div>Inviolability<div>1W</div></div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Prevent all damage that would be dealt to enchanted creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             |

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| <div><div>Island</div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     | <div><div>Island</div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                           | <div><div>Island</div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                           | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                           |
| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Omen of the Sea1U</div><div>Enchantment</div><div>Flash (You may cast this spell any time you could cast an instant.)<br/>When this enchantment enters, scry 2, then draw a card.<br/>{2}{U}, Sacrifice this enchantment: Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Omen of the Sea1U</div><div>Enchantment</div><div>Flash (You may cast this spell any time you could cast an instant.)<br/>When this enchantment enters, scry 2, then draw a card.<br/>{2}{U}, Sacrifice this enchantment: Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Perilous Landscape</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Island, Mountain, or Plains card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {U}{R}{W} ({U}{R}{W}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Perilous Landscape</div><div>Land</div><div><div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Search your library for a basic Island, Mountain, or Plains card, put it onto the battlefield tapped, then shuffle.</div><div>Cycling {U}{R}{W} ({U}{R}{W}, Discard this card: Draw a card.)</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Perilous Landscape</div><div>Land</div><div><div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Search your library for a basic Island, Mountain, or Plains card, put it onto the battlefield tapped, then shuffle.</div><div>Cycling {U}{R}{W} ({U}{R}{W}, Discard this card: Draw a card.)</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Perilous Landscape</div><div>Land</div><div><div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Search your library for a basic Island, Mountain, or Plains card, put it onto the battlefield tapped, then shuffle.</div><div>Cycling {U}{R}{W} ({U}{R}{W}, Discard this card: Draw a card.)</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Plains</div><div>Basic Land -- Plains</div><div><div><div><div>{T}: Add {W}.)</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                  |
| <div><div>Plains</div><div>Basic Land -- Plains</div><div><div><div><div>{T}: Add {W}.)</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                             | <div><div>Plains</div><div>Basic Land -- Plains</div><div><div><div><div>{T}: Add {W}.)</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                             | <div><div>Plains</div><div>Basic Land -- Plains</div><div><div><div><div>{T}: Add {W}.)</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                             | <div><div>Return Triumphant</div><div>Sorcery</div><div><div><div><div>Return target creature card with mana value 3 or less from your graveyard to the battlefield. Create a Young Hero Role token attached to it. (Enchanted creature has "Whenever this creature attacks, if its toughness is 3 or less, put a +1/+1 counter on it." If you put another Role on the creature later, put this one into the graveyard.)</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><div>Return Triumphant</div><div><div>1</div><div>W</div></div></div><div>Sorcery</div><div>Return target creature card with mana value 3 or less from your graveyard to the battlefield. Create a Young Hero Role token attached to it. (Enchanted creature has "Whenever this creature attacks, if its toughness is 3 or less, put a +1/+1 counter on it." If you put another Role on the creature later, put this one into the graveyard.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Return Triumphant</div><div><div>1</div><div>W</div></div></div><div>Sorcery</div><div>Return target creature card with mana value 3 or less from your graveyard to the battlefield. Create a Young Hero Role token attached to it. (Enchanted creature has "Whenever this creature attacks, if its toughness is 3 or less, put a +1/+1 counter on it." If you put another Role on the creature later, put this one into the graveyard.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Sea Gate Oracle</div><div><div>2</div><div>U</div></div></div><div>Creature -- Human Wizard</div><div>When this creature enters, look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.</div><div><div>1/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Sea Gate Oracle</div><div><div>2</div><div>U</div></div></div><div>Creature -- Human Wizard</div><div>When this creature enters, look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.</div><div><div>1/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Sigil of Sleep</div><div><div>U</div></div></div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Whenever enchanted creature deals damage to a player, return target creature that player controls to its owner's hand.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                          | <div><div><div>Sigil of Sleep</div><div><div>U</div></div></div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Whenever enchanted creature deals damage to a player, return target creature that player controls to its owner's hand.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                          | <div><div><div>Skewer the Critics</div><div><div>2</div><div>R</div></div></div><div>Sorcery</div><div>Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)<br/>Skewer the Critics deals 3 damage to any target.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>        | <div><div><div>Skewer the Critics</div><div><div>2</div><div>R</div></div></div><div>Sorcery</div><div>Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)<br/>Skewer the Critics deals 3 damage to any target.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>        |

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| <b>Stockpiling Celebrant</b> (2)(W)<br>Creature -- Dwarf Knight<br>When this creature enters, you may return another target nonland permanent you control to its owner's hand. If you do, scry 2.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                    | <b>Stockpiling Celebrant</b> (2)(W)<br>Creature -- Dwarf Knight<br>When this creature enters, you may return another target nonland permanent you control to its owner's hand. If you do, scry 2.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Stockpiling Celebrant</b> (2)(W)<br>Creature -- Dwarf Knight<br>When this creature enters, you may return another target nonland permanent you control to its owner's hand. If you do, scry 2.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Traveler's Cloak</b> (2)(U)<br>Enchantment -- Aura<br>Enchant creature<br>As this Aura enters, choose a land type.<br>When this Aura enters, draw a card.<br>Enchanted creature has landwalk of the chosen type. (It can't be blocked as long as defending player controls a land of that type.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Traveler's Cloak</b> (2)(U)<br>Enchantment -- Aura<br>Enchant creature<br>As this Aura enters, choose a land type.<br>When this Aura enters, draw a card.<br>Enchanted creature has landwalk of the chosen type. (It can't be blocked as long as defending player controls a land of that type.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Wall of Glare</b> (1)(W)<br>Creature -- Wall<br>Defender (This creature can't attack.)<br>This creature can block any number of creatures.<br><div>0/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                     | <b>Wall of Glare</b> (1)(W)<br>Creature -- Wall<br>Defender (This creature can't attack.)<br>This creature can block any number of creatures.<br><div>0/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                     | <b>Wall of Glare</b> (1)(W)<br>Creature -- Wall<br>Defender (This creature can't attack.)<br>This creature can block any number of creatures.<br><div>0/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                        |

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| <div> <div>Wall of Glare</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Wall</div> <div> <div>Defender (This creature can't attack.)</div> <div>This creature can block any number of creatures.</div> </div> <div>0/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                         | <div> <div>Wizard's Rockets</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> <div>This artifact enters tapped.</div> <div>{X}, {T}, Sacrifice this artifact: Add X mana in any combination of colors.</div> <div>When this artifact is put into a graveyard from the battlefield, draw a card.</div> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Wizard's Rockets</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> <div>This artifact enters tapped.</div> <div>{X}, {T}, Sacrifice this artifact: Add X mana in any combination of colors.</div> <div>When this artifact is put into a graveyard from the battlefield, draw a card.</div> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Wizard's Rockets</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> <div>This artifact enters tapped.</div> <div>{X}, {T}, Sacrifice this artifact: Add X mana in any combination of colors.</div> <div>When this artifact is put into a graveyard from the battlefield, draw a card.</div> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Heliod's Pilgrim</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>When this creature enters, you may search your library for an Aura card, reveal it, put it into your hand, then shuffle.</div> <div>[sideboard]</div> </div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Heliod's Pilgrim</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>When this creature enters, you may search your library for an Aura card, reveal it, put it into your hand, then shuffle.</div> <div>[sideboard]</div> </div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                              | <div> <div>Obsidian Acolyte</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>Protection from black</div> <div>{W}: Target creature gains protection from black until end of turn.</div> <div>[sideboard]</div> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                  | <div> <div>Obsidian Acolyte</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>Protection from black</div> <div>{W}: Target creature gains protection from black until end of turn.</div> <div>[sideboard]</div> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                  |

Playtest cards - Andrea\_Bici - Pauper (Lega Antimeta Pauper (8° tappa))

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Obsidian Acolyte</b> (1)(W)<br>Creature -- Human Cleric<br>Protection from black<br>{W}: Target creature gains protection from black until end of turn.<br>[sideboard]<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Obsidian Acolyte</b> (1)(W)<br>Creature -- Human Cleric<br>Protection from black<br>{W}: Target creature gains protection from black until end of turn.<br>[sideboard]<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Relic of Progenitus</b> (1)<br>Artifact<br>{T}: Target player exiles a card from their graveyard.<br>{1}, Exile this artifact: Exile all graveyards. Draw a card.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Relic of Progenitus</b> (1)<br>Artifact<br>{T}: Target player exiles a card from their graveyard.<br>{1}, Exile this artifact: Exile all graveyards. Draw a card.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                 |
| <b>Shield of Duty and Reason</b> (W)<br>Enchantment -- Aura<br>Enchant creature<br>Enchanted creature has protection from green and from blue.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                            | <b>Shield of Duty and Reason</b> (W)<br>Enchantment -- Aura<br>Enchant creature<br>Enchanted creature has protection from green and from blue.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                            | <b>Shield of Duty and Reason</b> (W)<br>Enchantment -- Aura<br>Enchant creature<br>Enchanted creature has protection from green and from blue.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                       | <b>Thraben Charm</b> (1)(W)<br>Instant<br>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>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

Playtest cards - Andrea Bici - Pauper (Lega Antimeta Pauper (8° tappa))

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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|
| <div><div>Whitemane Lion</div><div><div>1</div><div>W</div></div><div>Creature -- Cat</div><div>Flash<br/>When this creature enters, return a creature you control to its owner's hand.</div><div>[sideboard]</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Whitemane Lion</div><div><div>1</div><div>W</div></div><div>Creature -- Cat</div><div>Flash<br/>When this creature enters, return a creature you control to its owner's hand.</div><div>[sideboard]</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Whitemane Lion</div><div><div>1</div><div>W</div></div><div>Creature -- Cat</div><div>Flash<br/>When this creature enters, return a creature you control to its owner's hand.</div><div>[sideboard]</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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