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| <p><b>Beza, the Bounding Spring</b> (2)(W)(W)</p> <p>Legendary Creature -- Elemental Elk</p> <p>When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                    | <p><b>Beza, the Bounding Spring</b> (2)(W)(W)</p> <p>Legendary Creature -- Elemental Elk</p> <p>When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                    | <p><b>Beza, the Bounding Spring</b> (2)(W)(W)</p> <p>Legendary Creature -- Elemental Elk</p> <p>When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                    | <p><b>Blot Out</b> (2)(B)</p> <p>Instant</p> <p>Target opponent exiles a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                                       |
| <p><b>Builder's Talent</b> (1)(W)</p> <p>Enchantment -- Class</p> <p>(Gain the next level as a sorcery to add its ability.)<br/>When this Class enters, create a 0/4 white Wall creature token with defender.<br/>{W}: Level 2<br/>Whenever one or more noncreature, nonland permanents you control enter, put a +1/+1 counter on target creature you control.<br/>{4}{W}: Level 3<br/>When this Class becomes level 3, return target noncreature, nonland permanent card from your graveyard to the battlefield.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Builder's Talent</b> (1)(W)</p> <p>Enchantment -- Class</p> <p>(Gain the next level as a sorcery to add its ability.)<br/>When this Class enters, create a 0/4 white Wall creature token with defender.<br/>{W}: Level 2<br/>Whenever one or more noncreature, nonland permanents you control enter, put a +1/+1 counter on target creature you control.<br/>{4}{W}: Level 3<br/>When this Class becomes level 3, return target noncreature, nonland permanent card from your graveyard to the battlefield.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Builder's Talent</b> (1)(W)</p> <p>Enchantment -- Class</p> <p>(Gain the next level as a sorcery to add its ability.)<br/>When this Class enters, create a 0/4 white Wall creature token with defender.<br/>{W}: Level 2<br/>Whenever one or more noncreature, nonland permanents you control enter, put a +1/+1 counter on target creature you control.<br/>{4}{W}: Level 3<br/>When this Class becomes level 3, return target noncreature, nonland permanent card from your graveyard to the battlefield.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Builder's Talent</b> (1)(W)</p> <p>Enchantment -- Class</p> <p>(Gain the next level as a sorcery to add its ability.)<br/>When this Class enters, create a 0/4 white Wall creature token with defender.<br/>{W}: Level 2<br/>Whenever one or more noncreature, nonland permanents you control enter, put a +1/+1 counter on target creature you control.<br/>{4}{W}: Level 3<br/>When this Class becomes level 3, return target noncreature, nonland permanent card from your graveyard to the battlefield.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

**Playtest cards - Krakovski - Standard (Big Brain Games #10 STANDARD)**

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 1/10 - 8 cards - 2.5 x 3.5 in each

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| <div>Caretaker's Talent2W</div> <div>Enchantment -- Class</div> <div>(Gain the next level as a sorcery to add its ability.)<br/>Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn.<br/>{W}: Level 2<br/>When this Class becomes level 2, create a token that's a copy of target token you control.<br/>{3}{W}: Level 3<br/>Creature tokens you control get +2/+2.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Caretaker's Talent2W</div> <div>Enchantment -- Class</div> <div>(Gain the next level as a sorcery to add its ability.)<br/>Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn.<br/>{W}: Level 2<br/>When this Class becomes level 2, create a token that's a copy of target token you control.<br/>{3}{W}: Level 3<br/>Creature tokens you control get +2/+2.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Caretaker's Talent2W</div> <div>Enchantment -- Class</div> <div>(Gain the next level as a sorcery to add its ability.)<br/>Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn.<br/>{W}: Level 2<br/>When this Class becomes level 2, create a token that's a copy of target token you control.<br/>{3}{W}: Level 3<br/>Creature tokens you control get +2/+2.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Caretaker's Talent2W</div> <div>Enchantment -- Class</div> <div>(Gain the next level as a sorcery to add its ability.)<br/>Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn.<br/>{W}: Level 2<br/>When this Class becomes level 2, create a token that's a copy of target token you control.<br/>{3}{W}: Level 3<br/>Creature tokens you control get +2/+2.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Caves of Koilos</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {W} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                               | <div>Caves of Koilos</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {W} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                               | <div>Caves of Koilos</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {W} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                               | <div>Caves of Koilos</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {W} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                               |

## Concealed Courtyard

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Concealed Courtyard

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Demolition Field

Land

{T}: Add {C}.  
{2}, {T}, Sacrifice this land:  
Destroy target nonbasic land an  
opponent controls. That land's  
controller may search their library  
for a basic land card, put it onto  
the battlefield, then shuffle. You  
may search your library for a basic  
land card, put it onto the  
battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Duress

**B**

## Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Duress

**B**

## Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Fountainport

Land

```
{T}: Add {C}.
{2}, {T}, Sacrifice a token: Draw a card.
{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.
{4}, {T}: Create a Treasure token.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Playtest cards - Krakovski - Standard (Big Brain Games #10 STANDARD)

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 3/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Fountainport</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{2}, {T}, Sacrifice a token: Draw a card.</p><p>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.</p><p>{4}, {T}: Create a Treasure token.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              | <div><div>Fountainport</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{2}, {T}, Sacrifice a token: Draw a card.</p><p>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.</p><p>{4}, {T}: Create a Treasure token.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              | <div><div>Fountainport</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{2}, {T}, Sacrifice a token: Draw a card.</p><p>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.</p><p>{4}, {T}: Create a Treasure token.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              | <div><div>Get Lost<div>1W</div></div><div>Instant</div><div><p>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                               |
| <div><div>Get Lost<div>1W</div></div><div>Instant</div><div><p>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Get Lost<div>1W</div></div><div>Instant</div><div><p>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Get Lost<div>1W</div></div><div>Instant</div><div><p>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Kaya, Intangible Slayer<div>3WWBB</div></div><div>Legendary Planeswalker -- Kaya</div><div><p>Hexproof</p><p>[+2]: Each opponent loses 3 life and you gain 3 life.</p><p>[0]: You draw two cards. Then each opponent may scry 1.</p><p>[-3]: Exile target creature or enchantment. If it wasn't an Aura, create a token that's a copy of it, except it's a 1/1 white Spirit creature with flying in addition to its other types.</p></div><div>L6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Kaya, Intangible Slayer</div><div>3WB</div></div><div>Legendary Planeswalker -- Kaya</div><div>Hexproof<br/>[+2]: Each opponent loses 3 life and you gain 3 life.<br/>[0]: You draw two cards. Then each opponent may scry 1.<br/>[-3]: Exile target creature or enchantment. If it wasn't an Aura, create a token that's a copy of it, except it's a 1/1 white Spirit creature with flying in addition to its other types.</div><div>L6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Kaya, Spirits' Justice</div><div>2WB</div></div><div>Legendary Planeswalker -- Kaya</div><div>Whenever one or more creatures you control and/or creature cards in your graveyard are put into exile, you may choose a creature card from among them. Until end of turn, target token you control becomes a copy of it, except it has flying.<br/>[+2]: Surveil 2, then exile a card from a graveyard.<br/>[+1]: Create a 1/1 white and black Spirit creature token with flying.<br/>[-2]: Exile target creature you control. For each other player, exile up to one target creature that player controls.</div><div>L3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Kaya, Spirits' Justice</div><div>2WB</div></div><div>Legendary Planeswalker -- Kaya</div><div>Whenever one or more creatures you control and/or creature cards in your graveyard are put into exile, you may choose a creature card from among them. Until end of turn, target token you control becomes a copy of it, except it has flying.<br/>[+2]: Surveil 2, then exile a card from a graveyard.<br/>[+1]: Create a 1/1 white and black Spirit creature token with flying.<br/>[-2]: Exile target creature you control. For each other player, exile up to one target creature that player controls.</div><div>L3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Nowhere to Run</div><div>1B</div></div><div>Enchantment</div><div>Flash<br/>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.<br/>Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Nowhere to Run</div><div>1B</div></div><div>Enchantment</div><div>Flash<br/>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.<br/>Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                       | <div><div><div>Pest Control</div><div>WB</div></div><div>Sorcery</div><div>Destroy all nonland permanents with mana value 1 or less.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                           | <div><div><div>Plains</div></div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | <div><div><div>Plains</div></div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                              |

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| <div><div>Plains</div><div>Basic Land -- Plains</div><div>([T]): Add [W].)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                       | <div><div>Restless Fortress</div><div>Land</div><div>This land enters tapped.<br/>[T]: Add [W] or [B].<br/>[2][W][B]: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.<br/>Whenever this land attacks, defending player loses 2 life and you gain 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shadowy Backstreet</div><div>Land -- Plains Swamp</div><div>([T]): Add [W] or [B].)<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 PLAYbotbox.dev</div></div> | <div><div>Shadowy Backstreet</div><div>Land -- Plains Swamp</div><div>([T]): Add [W] or [B].)<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 PLAYbotbox.dev</div></div> |
| <div><div>Shadowy Backstreet</div><div>Land -- Plains Swamp</div><div>([T]): Add [W] or [B].)<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 PLAYbotbox.dev</div></div> | <div><div>Shadowy Backstreet</div><div>Land -- Plains Swamp</div><div>([T]): Add [W] or [B].)<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 PLAYbotbox.dev</div></div>                                                          | <div><div>Split Up</div><div>Sorcery</div><div>Choose one --<br/>* Destroy all tapped creatures.<br/>* Destroy all untapped creatures.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                           | <div><div>Split Up</div><div>Sorcery</div><div>Choose one --<br/>* Destroy all tapped creatures.<br/>* Destroy all untapped creatures.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                           |

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| <div>Sunfall<div>3WW</div><div>Sorcery</div><div>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Sunfall<div>3WW</div><div>Sorcery</div><div>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Sunfall<div>3WW</div><div>Sorcery</div><div>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Sunfall<div>3WW</div><div>Sorcery</div><div>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div>Sunken Citadel<div>Land -- Cave</div><div>This land enters tapped. As it enters, choose a color.<br/>{T}: Add one mana of the chosen color.<br/>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div>Sunken Citadel<div>Land -- Cave</div><div>This land enters tapped. As it enters, choose a color.<br/>{T}: Add one mana of the chosen color.<br/>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div>Sunken Citadel<div>Land -- Cave</div><div>This land enters tapped. As it enters, choose a color.<br/>{T}: Add one mana of the chosen color.<br/>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div>Swamp<div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                           |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                        | <div>The Eternal Wanderer 4WW</div> <div>Legendary Planeswalker</div> <div>No more than one creature can attack The Eternal Wanderer each combat. [+1]: Exile up to one target artifact or creature. Return that card to the battlefield under its owner's control at the beginning of that player's next end step. [0]: Create a 2/2 white Samurai creature token with double strike. [-4]: For each player, choose a creature that player controls. Each player sacrifices all creatures they control not chosen this way.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>The Eternal Wanderer 4WW</div> <div>Legendary Planeswalker</div> <div>No more than one creature can attack The Eternal Wanderer each combat. [+1]: Exile up to one target artifact or creature. Return that card to the battlefield under its owner's control at the beginning of that player's next end step. [0]: Create a 2/2 white Samurai creature token with double strike. [-4]: For each player, choose a creature that player controls. Each player sacrifices all creatures they control not chosen this way.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Virtue of Persistence 5BB</div> <div>Enchantment</div> <div>At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.</div> <div>----- ADVENTURE -----</div> <div>Loathwain Scorn 1B</div> <div>Sorcery -- Adventure</div> <div>Target creature gets -3/-3 until end of turn. You gain 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                          |
| <div>Authority of the Consuls W</div> <div>Enchantment</div> <div>Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Authority of the Consuls W</div> <div>Enchantment</div> <div>Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                   | <div>Authority of the Consuls W</div> <div>Enchantment</div> <div>Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                   | <div>Cruelclaw's Heist BB</div> <div>Sorcery</div> <div>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div> <b>Cruelclaw's Heist</b> <span>(B)(B)</span> </div> <div>Sorcery</div> <div> <p>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)</p> <p>Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Duress</b> <span>(B)</span> </div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                        | <div> <b>Dust Animus</b> <span>(1)(W)</span> </div> <div>Creature -- Spirit</div> <div> <p>Flying</p> <p>If you control five or more untapped lands, this creature enters with two +1/+1 counters and a lifelink counter on it.</p> <p>Plot {1}{W} (You may pay {1}{W} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</p> <p>[sideboard]</p> </div> <div> <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Pest Control</b> <span>(W)(B)</span> </div> <div>Sorcery</div> <div> <p>Destroy all nonland permanents with mana value 1 or less.</p> <p>Cycling {2} ({2}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                              |
| <div> <b>Rest in Peace</b> <span>(1)(W)</span> </div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile all graveyards.</p> <p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                   | <div> <b>Rest in Peace</b> <span>(1)(W)</span> </div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile all graveyards.</p> <p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Split Up</b> <span>(1)(W)(W)</span> </div> <div>Sorcery</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Destroy all tapped creatures.</li> <li>* Destroy all untapped creatures.</li> </ul> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                            | <div> <b>Sunder the Gateway</b> <span>(1)(W)</span> </div> <div>Sorcery</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Destroy target nontoken artifact or enchantment an opponent controls.</li> </ul> <p>Incubate 2. (Create an Incubator token with two +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</p> <ul style="list-style-type: none"> <li>* Incubate 2, then transform an Incubator token you control.</li> </ul> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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| <div> <div>Sunder the Gateway</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Sorcery</div> <div> <p>Choose one --</p> <p>* Destroy target nontoken artifact or enchantment an opponent controls. Incubate 2. (Create an Incubator token with two +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</p> <p>* Incubate 2, then transform an Incubator token you control.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Urza's Sylex</div> <div> <div>3</div> </div> </div> <div>Legendary Artifact</div> <div> <p>{2}{W}{W}, {T}, Exile Urza's Sylex: Each player chooses six lands they control. Destroy all other permanents. Activate only as a sorcery.</p> <p>When Urza's Sylex is put into exile from the battlefield, you may pay {2}. If you do, search your library for a planeswalker card, reveal it, put it into your hand, then shuffle.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Urza's Sylex</div> <div> <div>3</div> </div> </div> <div>Legendary Artifact</div> <div> <p>{2}{W}{W}, {T}, Exile Urza's Sylex: Each player chooses six lands they control. Destroy all other permanents. Activate only as a sorcery.</p> <p>When Urza's Sylex is put into exile from the battlefield, you may pay {2}. If you do, search your library for a planeswalker card, reveal it, put it into your hand, then shuffle.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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