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| <div><div><div>Braided Net2U</div><div>Artifact</div><div><p>This artifact enters with three net counters on it.</p><p>{T}, Remove a net counter from this artifact: Tap another target nonland permanent. Its activated abilities can't be activated for as long as it remains tapped.</p><p>Craft with artifact {1}{U}</p></div></div><div><div>BACK FACE</div><div><div>Braided Quipu</div><div>Artifact</div><div><p>{3}{U}, {T}: Draw a card for each artifact you control, then put this artifact into its owner's library third from the top.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Braided Net2U</div><div>Artifact</div><div><p>This artifact enters with three net counters on it.</p><p>{T}, Remove a net counter from this artifact: Tap another target nonland permanent. Its activated abilities can't be activated for as long as it remains tapped.</p><p>Craft with artifact {1}{U}</p></div></div><div><div>BACK FACE</div><div><div>Braided Quipu</div><div>Artifact</div><div><p>{3}{U}, {T}: Draw a card for each artifact you control, then put this artifact into its owner's library third from the top.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Braided Net2U</div><div>Artifact</div><div><p>This artifact enters with three net counters on it.</p><p>{T}, Remove a net counter from this artifact: Tap another target nonland permanent. Its activated abilities can't be activated for as long as it remains tapped.</p><p>Craft with artifact {1}{U}</p></div></div><div><div>BACK FACE</div><div><div>Braided Quipu</div><div>Artifact</div><div><p>{3}{U}, {T}: Draw a card for each artifact you control, then put this artifact into its owner's library third from the top.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                      | <div><div><div>Braided Net2U</div><div>Artifact</div><div><p>This artifact enters with three net counters on it.</p><p>{T}, Remove a net counter from this artifact: Tap another target nonland permanent. Its activated abilities can't be activated for as long as it remains tapped.</p><p>Craft with artifact {1}{U}</p></div></div><div><div>BACK FACE</div><div><div>Braided Quipu</div><div>Artifact</div><div><p>{3}{U}, {T}: Draw a card for each artifact you control, then put this artifact into its owner's library third from the top.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                      |
| <div><div><div>Chimil, the Inner Sun6</div><div>Legendary Artifact</div><div><p>Spells you control can't be countered.</p><p>At the beginning of your end step, discover 5. (Exile cards from the top of your library until you exile a nonland card with mana value 5 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.)</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                              | <div><div><div>Chimil, the Inner Sun6</div><div>Legendary Artifact</div><div><p>Spells you control can't be countered.</p><p>At the beginning of your end step, discover 5. (Exile cards from the top of your library until you exile a nonland card with mana value 5 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.)</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                              | <div><div><div>Clay-Fired Bricks1W</div><div>Artifact</div><div><p>When this artifact enters, search your library for a basic Plains card, reveal it, put it into your hand, then shuffle. You gain 2 life.</p><p>Craft with artifact {5}{W}{W} {{5}{W}{W}}, Exile this artifact, Exile another artifact you control or an artifact card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)</p></div></div><div><div>BACK FACE</div><div><div>Cosmium Kiln</div><div>Artifact</div><div><p>When this artifact enters, create two 1/1 colorless Gnome artifact creature tokens.</p><p>Creatures you control get +1/+1.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Clay-Fired Bricks1W</div><div>Artifact</div><div><p>When this artifact enters, search your library for a basic Plains card, reveal it, put it into your hand, then shuffle. You gain 2 life.</p><p>Craft with artifact {5}{W}{W} {{5}{W}{W}}, Exile this artifact, Exile another artifact you control or an artifact card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)</p></div></div><div><div>BACK FACE</div><div><div>Cosmium Kiln</div><div>Artifact</div><div><p>When this artifact enters, create two 1/1 colorless Gnome artifact creature tokens.</p><p>Creatures you control get +1/+1.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |

## 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.

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Land

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Destroy target nonbasic land an  
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battlefield, then shuffle.

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## Farsight Ritual

2 U U

Instant

**Bargain** (You may sacrifice an artifact, enchantment, or token as you cast this spell.)  
Look at the top four cards of your library. If this spell was bargained, look at the top eight cards of your library instead. Put two of them into your hand and the rest on the bottom of your library in a random order.

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## Farsight Ritual

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Instant

**Bargain** (You may sacrifice an artifact, enchantment, or token as you cast this spell.)  
Look at the top four cards of your library. If this spell was bargained, look at the top eight cards of your library instead. Put two of them into your hand and the rest on the bottom of your library in a random order.

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## Floodfarm Verge

Land

{T}: Add {W}.  
{T}: Add {U}. Activate only if you control a Plains or an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Floodfarm Verge

Land

{T}: Add {W}.  
{T}: Add {U}. Activate only if you control a Plains or an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Floodfarm Verge

Land

{T}: Add {W}.  
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## Floodfarm Verge

Land

{T}: Add {W}.  
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| <div><div><div>Get Lost</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>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.")</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Get Lost</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>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.")</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                  | <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                  |
| <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                     | <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                     | <div><div><div>Lay Down Arms</div><div>W</div></div><div><div>Sorcery</div><div>Exile target creature with mana value less than or equal to the number of Plains you control. Its controller gains 3 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Lay Down Arms</div><div>W</div></div><div><div>Sorcery</div><div>Exile target creature with mana value less than or equal to the number of Plains you control. Its controller gains 3 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div>Lay Down Arms</div> <div>W</div> <div>Sorcery</div> <div>Exile target creature with mana value less than or equal to the number of Plains you control. Its controller gains 3 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                      | <div>Lay Down Arms</div> <div>W</div> <div>Sorcery</div> <div>Exile target creature with mana value less than or equal to the number of Plains you control. Its controller gains 3 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                      | <div>Meticulous Archive</div> <div>Land -- Plains Island</div> <div>({T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Meticulous Archive</div> <div>Land -- Plains Island</div> <div>({T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Meticulous Archive</div> <div>Land -- Plains Island</div> <div>({T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Meticulous Archive</div> <div>Land -- Plains Island</div> <div>({T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>No More Lies</div> <div>WU</div> <div>Instant</div> <div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                            | <div>No More Lies</div> <div>WU</div> <div>Instant</div> <div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                            |

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| <div><div>No More Lies</div><div><div>W</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>No More Lies</div><div><div>W</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                  | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                  | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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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>Restless Anchorage</div><div>Land</div><div>This land enters tapped.<br/><b>{T}</b>: Add <b>{W}</b> or <b>{U}</b>.<br/><b>{1}{W}{U}</b>: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.<br/>Whenever this land attacks, create a Map token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Restless Anchorage</div><div>Land</div><div>This land enters tapped.<br/><b>{T}</b>: Add <b>{W}</b> or <b>{U}</b>.<br/><b>{1}{W}{U}</b>: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.<br/>Whenever this land attacks, create a Map token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Restless Anchorage</div><div>Land</div><div>This land enters tapped.<br/><b>{T}</b>: Add <b>{W}</b> or <b>{U}</b>.<br/><b>{1}{W}{U}</b>: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.<br/>Whenever this land attacks, create a Map token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Restless Anchorage</div><div>Land</div><div>This land enters tapped.<br/><b>{T}</b>: Add <b>{W}</b> or <b>{U}</b>.<br/><b>{1}{W}{U}</b>: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.<br/>Whenever this land attacks, create a Map token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Simulacrum Synthesizer ②④</div><div>Artifact</div><div>When this artifact enters, scry 2.<br/>Whenever another artifact you control with mana value 3 or greater enters, create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div>Simulacrum Synthesizer ②④</div><div>Artifact</div><div>When this artifact enters, scry 2.<br/>Whenever another artifact you control with mana value 3 or greater enters, create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        |

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| <div><div><div>Simulacrum Synthesizer</div><div><div>2</div><div>U</div></div></div><div>Artifact</div><div>When this artifact enters, scry 2. Whenever another artifact you control with mana value 3 or greater enters, create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control."</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Simulacrum Synthesizer</div><div><div>2</div><div>U</div></div></div><div>Artifact</div><div>When this artifact enters, scry 2. Whenever another artifact you control with mana value 3 or greater enters, create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control."</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Split Up</div><div><div>1</div><div>W</div><div>W</div></div></div><div>Sorcery</div><div>Choose one --<br/>* Destroy all tapped creatures.<br/>* Destroy all untapped creatures.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                     | <div><div><div>Split Up</div><div><div>1</div><div>W</div><div>W</div></div></div><div>Sorcery</div><div>Choose one --<br/>* Destroy all tapped creatures.<br/>* Destroy all untapped creatures.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                     |
| <div><div><div>Sunfall</div><div><div>3</div><div>W</div><div>W</div></div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>    | <div><div><div>Sunfall</div><div><div>3</div><div>W</div><div>W</div></div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>    | <div><div><div>Three Steps Ahead</div><div><div>U</div></div></div><div>Instant</div><div>Spree (Choose one or more additional costs.)<br/>+ {1}{U} -- Counter target spell.<br/>+ {3} -- Create a token that's a copy of target artifact or creature you control.<br/>+ {2} -- Draw two cards, then discard a card.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Three Steps Ahead</div><div><div>U</div></div></div><div>Instant</div><div>Spree (Choose one or more additional costs.)<br/>+ {1}{U} -- Counter target spell.<br/>+ {3} -- Create a token that's a copy of target artifact or creature you control.<br/>+ {2} -- Draw two cards, then discard a card.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div> <b>Three Steps Ahead</b> <span>U</span> </div> <div>Instant</div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1}{U} -- Counter target spell.</p> <p>+ {3} -- Create a token that's a copy of target artifact or creature you control.</p> <p>+ {2} -- Draw two cards, then discard a card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                         | <div> <b>Three Steps Ahead</b> <span>U</span> </div> <div>Instant</div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1}{U} -- Counter target spell.</p> <p>+ {3} -- Create a token that's a copy of target artifact or creature you control.</p> <p>+ {2} -- Draw two cards, then discard a card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                         | <div> <b>Unidentified Hovership</b> <span>1WW</span> </div> <div>Artifact -- Vehicle</div> <div> <p>Flying</p> <p>When this Vehicle enters, exile up to one target creature with toughness 5 or less.</p> <p>When this Vehicle leaves the battlefield, the exiled card's owner manifests dread.</p> <p>Crew 1</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Unidentified Hovership</b> <span>1WW</span> </div> <div>Artifact -- Vehicle</div> <div> <p>Flying</p> <p>When this Vehicle enters, exile up to one target creature with toughness 5 or less.</p> <p>When this Vehicle leaves the battlefield, the exiled card's owner manifests dread.</p> <p>Crew 1</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Beza, the Bounding Spring</b> <span>2WW</span> </div> <div>Legendary Creature -- Elemental Elk</div> <div> <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>[sideboard]</p> </div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Beza, the Bounding Spring</b> <span>2WW</span> </div> <div>Legendary Creature -- Elemental Elk</div> <div> <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>[sideboard]</p> </div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Elspeth's Smite</b> <span>W</span> </div> <div>Instant</div> <div> <p>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                           | <div> <b>Elspeth's Smite</b> <span>W</span> </div> <div>Instant</div> <div> <p>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                           |

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| <div> <b>Exorcise</b> <span>1W</span> </div> <hr/> <div>Sorcery</div> <hr/> <p>Exile target artifact, enchantment, or creature with power 4 or greater.</p> <p>[sideboard]</p> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div>                                                                                                           | <div> <b>Ezrim, Agency Chief</b> <span>1WWUU</span> </div> <hr/> <div>Legendary Creature -- Archon Detective</div> <hr/> <p>Flying<br/>When Ezrim enters, investigate twice. (To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br/>{1}, Sacrifice an artifact: Ezrim gains your choice of vigilance, lifelink, or hexproof until end of turn.</p> <p>[sideboard]</p> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> | <div> <b>Ezrim, Agency Chief</b> <span>1WWUU</span> </div> <hr/> <div>Legendary Creature -- Archon Detective</div> <hr/> <p>Flying<br/>When Ezrim enters, investigate twice. (To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br/>{1}, Sacrifice an artifact: Ezrim gains your choice of vigilance, lifelink, or hexproof until end of turn.</p> <p>[sideboard]</p> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> | <div> <b>Ghost Vacuum</b> <span>1</span> </div> <hr/> <div>Artifact</div> <hr/> <p>{T}: Exile target card from a graveyard.<br/>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</p> <p>[sideboard]</p> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> |
| <div> <b>Loran of the Third Path</b> <span>2W</span> </div> <hr/> <div>Legendary Creature -- Human Artificer</div> <hr/> <p>Vigilance<br/>When Loran enters, destroy up to one target artifact or enchantment.<br/>{T}: You and target opponent each draw a card.</p> <p>[sideboard]</p> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> | <div> <b>Loran of the Third Path</b> <span>2W</span> </div> <hr/> <div>Legendary Creature -- Human Artificer</div> <hr/> <p>Vigilance<br/>When Loran enters, destroy up to one target artifact or enchantment.<br/>{T}: You and target opponent each draw a card.</p> <p>[sideboard]</p> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div>                                                                                                                                  | <div> <b>Rest in Peace</b> <span>1W</span> </div> <hr/> <div>Enchantment</div> <hr/> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div>                                                                                                                                                                     | <div> <b>Rest in Peace</b> <span>1W</span> </div> <hr/> <div>Enchantment</div> <hr/> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div>                                                                                                                                                 |

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| <div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Tishana's Tidebinder</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Wizard</div> <div> <div>Flash</div> <p>When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)</p> <p>[sideboard]</p> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Tishana's Tidebinder</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Wizard</div> <div> <div>Flash</div> <p>When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)</p> <p>[sideboard]</p> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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Playtest cards - keyronn - Standard (Majisut 17th SP)

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