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| <b>Anointed Peacekeeper</b> (2)(W)<br>Creature -- Human Cleric<br>Vigilance<br>As this creature enters, look at an opponent's hand, then choose any card name.<br>Spells your opponents cast with the chosen name cost {2} more to cast.<br>Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Anointed Peacekeeper</b> (2)(W)<br>Creature -- Human Cleric<br>Vigilance<br>As this creature enters, look at an opponent's hand, then choose any card name.<br>Spells your opponents cast with the chosen name cost {2} more to cast.<br>Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Anointed Peacekeeper</b> (2)(W)<br>Creature -- Human Cleric<br>Vigilance<br>As this creature enters, look at an opponent's hand, then choose any card name.<br>Spells your opponents cast with the chosen name cost {2} more to cast.<br>Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Archon of Emeria</b> (2)(W)<br>Creature -- Archon<br>Flying<br>Each player can't cast more than one spell each turn.<br>Nonbasic lands your opponents control enter tapped.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                             |
| <b>Archon of Emeria</b> (2)(W)<br>Creature -- Archon<br>Flying<br>Each player can't cast more than one spell each turn.<br>Nonbasic lands your opponents control enter tapped.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                           | <b>Archon of Emeria</b> (2)(W)<br>Creature -- Archon<br>Flying<br>Each player can't cast more than one spell each turn.<br>Nonbasic lands your opponents control enter tapped.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                           | <b>Archon of Emeria</b> (2)(W)<br>Creature -- Archon<br>Flying<br>Each player can't cast more than one spell each turn.<br>Nonbasic lands your opponents control enter tapped.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                           | <b>Aven Interrupter</b> (1)(W)(W)<br>Creature -- Bird Rogue<br>Flash<br>Flying<br>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)<br>Spells your opponents cast from graveyards or from exile cost {2} more to cast.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div><div><div>Aven Interrupter</div><div><div>1</div><div>W</div><div>W</div></div></div><div><div>Creature -- Bird Rogue</div><div>Flash<br/>Flying<br/>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)<br/>Spells your opponents cast from graveyards or from exile cost {2} more to cast.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Aven Interrupter</div><div><div>1</div><div>W</div><div>W</div></div></div><div><div>Creature -- Bird Rogue</div><div>Flash<br/>Flying<br/>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)<br/>Spells your opponents cast from graveyards or from exile cost {2} more to cast.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Aven Interrupter</div><div><div>1</div><div>W</div><div>W</div></div></div><div><div>Creature -- Bird Rogue</div><div>Flash<br/>Flying<br/>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)<br/>Spells your opponents cast from graveyards or from exile cost {2} more to cast.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Branchloft Pathway</div><div>Land</div><div>{T}: Add {G}.</div><div>-----<br/>- - - BACK FACE - - -</div><div><div>Boulderloft Pathway</div><div>Land</div><div>{T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Branchloft Pathway</div><div>Land</div><div>{T}: Add {G}.</div><div>-----<br/>- - - BACK FACE - - -</div><div><div>Boulderloft Pathway</div><div>Land</div><div>{T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                           | <div><div><div>Brushland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {W}. This land deals 1 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                    | <div><div><div>Brushland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {W}. This land deals 1 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                    | <div><div><div>Brushland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {W}. This land deals 1 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                          |

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

**G**

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

**Lifelink**  
Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

**Lifelink**  
Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.  
When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

**Lifelink**  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {G}.  
{T}: Add {W}. Activate only if you control a Forest or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {G}.  
{T}: Add {W}. Activate only if you control a Forest or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div>Lion Sash</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Artifact Creature -- Equipment Cat</div> <div> <div>{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on this permanent.</div> <div>Equipped creature gets +1/+1 for each +1/+1 counter on this Equipment.</div> <div>Reconfigure {2} ({2}: Attach to target creature you control; or unattach from a creature.</div> <div>Reconfigure only as a sorcery. While attached, this isn't a creature.)</div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Lion Sash</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Artifact Creature -- Equipment Cat</div> <div> <div>{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on this permanent.</div> <div>Equipped creature gets +1/+1 for each +1/+1 counter on this Equipment.</div> <div>Reconfigure {2} ({2}: Attach to target creature you control; or unattach from a creature.</div> <div>Reconfigure only as a sorcery. While attached, this isn't a creature.)</div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Llanowar Elves</div> <div> <div>G</div> </div> </div> <div> <div>Creature -- Elf Druid</div> <div> <div>{T}: Add {G}.</div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Llanowar Elves</div> <div> <div>G</div> </div> </div> <div> <div>Creature -- Elf Druid</div> <div> <div>{T}: Add {G}.</div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |
| <div> <div>Llanowar Elves</div> <div> <div>G</div> </div> </div> <div> <div>Creature -- Elf Druid</div> <div> <div>{T}: Add {G}.</div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                             | <div> <div>Llanowar Elves</div> <div> <div>G</div> </div> </div> <div> <div>Creature -- Elf Druid</div> <div> <div>{T}: Add {G}.</div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                             | <div> <div>Plains</div> <div> <div>Basic Land -- Plains</div> <div> <div>({T}: Add {W}.)</div> </div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                  | <div> <div>Plains</div> <div> <div>Basic Land -- Plains</div> <div> <div>({T}: Add {W}.)</div> </div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                  |

Playtest cards - Arthur, Jared - Pioneer (Calgary Round 7 Regional Championship)

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 5/10 - 8 cards - 2.5 x 3.5 in each

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                             | <div>Razorverge Thicket</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                          | <div>Razorverge Thicket</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                      | <div>Razorverge Thicket</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                      |
| <div>Razorverge Thicket</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Shefet Dunes</div> <div>Land -- Desert</div> <div>{T}: Add {C}.<br/>{T}, Pay 1 life: Add {W}.<br/>{2}{W}{W}, {T}, Sacrifice a Desert: Creatures you control get +1/+1 until end of turn. Activate only as a sorcery.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Skyclave Apparition 1WW</div> <div>Creature -- Kor Spirit</div> <div>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br/>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Skyclave Apparition 1WW</div> <div>Creature -- Kor Spirit</div> <div>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br/>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Skyclave Apparition</div><div>1WW</div></div><div>Creature -- Kor Spirit</div><div>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br/>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Skyclave Apparition</div><div>1WW</div></div><div>Creature -- Kor Spirit</div><div>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br/>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Spinner of Souls</div><div>2G</div></div><div>Creature -- Spider Spirit</div><div>Reach<br/>Whenever another nontoken creature you control dies, you may reveal cards from the top of your library until you reveal a creature card. Put that card into your hand and the rest on the bottom of your library in a random order.</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Spinner of Souls</div><div>2G</div></div><div>Creature -- Spider Spirit</div><div>Reach<br/>Whenever another nontoken creature you control dies, you may reveal cards from the top of your library until you reveal a creature card. Put that card into your hand and the rest on the bottom of your library in a random order.</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Temple Garden</div></div><div>Land -- Forest Plains</div><div>({T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                             | <div><div><div>Temple Garden</div></div><div>Land -- Forest Plains</div><div>({T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                             | <div><div><div>Temple Garden</div></div><div>Land -- Forest Plains</div><div>({T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                             | <div><div><div>Temple Garden</div></div><div>Land -- Forest Plains</div><div>({T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                             |

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| <div>Thalia, Guardian of Thraben 1W</div> <div>Legendary Creature -- Human Soldier</div> <div>First strike<br/>Noncreature spells cost {1} more to cast.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                         | <div>Thalia, Guardian of Thraben 1W</div> <div>Legendary Creature -- Human Soldier</div> <div>First strike<br/>Noncreature spells cost {1} more to cast.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                     | <div>Thalia, Guardian of Thraben 1W</div> <div>Legendary Creature -- Human Soldier</div> <div>First strike<br/>Noncreature spells cost {1} more to cast.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | <div>Werefox Bodyguard 1WW</div> <div>Creature -- Elf Fox Knight</div> <div>Flash<br/>When this creature enters, exile up to one other target non-Fox creature until this creature leaves the battlefield.<br/>{1}{W}, Sacrifice this creature: You gain 2 life.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                           |
| <div>Werefox Bodyguard 1WW</div> <div>Creature -- Elf Fox Knight</div> <div>Flash<br/>When this creature enters, exile up to one other target non-Fox creature until this creature leaves the battlefield.<br/>{1}{W}, Sacrifice this creature: You gain 2 life.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Anointed Peacekeeper 2W</div> <div>Creature -- Human Cleric</div> <div>Vigilance<br/>As this creature enters, look at an opponent's hand, then choose any card name.<br/>Spells your opponents cast with the chosen name cost {2} more to cast.<br/>Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Brutal Cathar 2W</div> <div>Creature -- Human Soldier Werewolf</div> <div>Whenever this creature enters or transforms into Brutal Cathar, exile target creature an opponent controls until this creature leaves the battlefield.<br/>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div> <div>[sideboard]</div> <div>2/2</div> <div>----- BACK FACE -----</div> <div>Moonrage Brute</div> <div>Creature -- Werewolf</div> <div>First strike<br/>Ward--Pay 3 life.<br/>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Brutal Cathar 2W</div> <div>Creature -- Human Soldier Werewolf</div> <div>Whenever this creature enters or transforms into Brutal Cathar, exile target creature an opponent controls until this creature leaves the battlefield.<br/>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div> <div>[sideboard]</div> <div>2/2</div> <div>----- BACK FACE -----</div> <div>Moonrage Brute</div> <div>Creature -- Werewolf</div> <div>First strike<br/>Ward--Pay 3 life.<br/>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <b>Brutal Cathar</b> <span>2</span><span>W</span> </div> <div>           Creature -- Human Soldier Werewolf         </div> <div> <p>Whenever this creature enters or transforms into Brutal Cathar, exile target creature an opponent controls until this creature leaves the battlefield.</p> <p>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>----- BACK FACE -----</div> </div> <div> <b>Moonrage Brute</b> </div> <div>           Creature -- Werewolf         </div> <div> <p>First strike</p> <p>Ward--Pay 3 life.</p> <p>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</p> </div> <div> <div>3/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Elite Spellbinder</b> <span>2</span><span>W</span> </div> <div>           Creature -- Human Cleric         </div> <div> <p>Flying</p> <p>When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.</p> <p>[sideboard]</p> </div> <div> <div>3/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                  | <div> <b>Elite Spellbinder</b> <span>2</span><span>W</span> </div> <div>           Creature -- Human Cleric         </div> <div> <p>Flying</p> <p>When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.</p> <p>[sideboard]</p> </div> <div> <div>3/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Gideon, Ally of Zendikar</b> <span>2</span><span>W</span><span>W</span> </div> <div>           Legendary Planeswalker -- Gideon         </div> <div> <p>[+1]: Until end of turn, Gideon becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.</p> <p>[0]: Create a 2/2 white Knight Ally creature token.</p> <p>[-4]: You get an emblem with "Creatures you control get +1/+1."</p> <p>[sideboard]</p> </div> <div> <div>L 4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Guardian of Faith</b> <span>1</span><span>W</span><span>W</span> </div> <div>           Creature -- Spirit Knight         </div> <div> <p>Flash</p> <p>Vigilance</p> <p>When this creature enters, any number of other target creatures you control phase out. (Treat them and anything attached to them as though they don't exist until their controller's next turn.)</p> <p>[sideboard]</p> </div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                          | <div> <b>Guardian of Faith</b> <span>1</span><span>W</span><span>W</span> </div> <div>           Creature -- Spirit Knight         </div> <div> <p>Flash</p> <p>Vigilance</p> <p>When this creature enters, any number of other target creatures you control phase out. (Treat them and anything attached to them as though they don't exist until their controller's next turn.)</p> <p>[sideboard]</p> </div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Portable Hole</b> <span>W</span> </div> <div>           Artifact         </div> <div> <p>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</p> <p>[sideboard]</p> </div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                           | <div> <b>Portable Hole</b> <span>W</span> </div> <div>           Artifact         </div> <div> <p>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</p> <p>[sideboard]</p> </div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                 |

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| <b>Unlicensed Hearse</b> ②<br>Artifact -- Vehicle<br><br>{T}: Exile up to two target cards from a single graveyard.<br>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.<br>Crew 2<br><br>[sideboard]<br><br><div>*/*</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Unlicensed Hearse</b> ②<br>Artifact -- Vehicle<br><br>{T}: Exile up to two target cards from a single graveyard.<br>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.<br>Crew 2<br><br>[sideboard]<br><br><div>*/*</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Werefox Bodyguard</b> ①W①W<br>Creature -- Elf Fox Knight<br><br>Flash<br>When this creature enters, exile up to one other target non-Fox creature until this creature leaves the battlefield.<br>{1}{W}, Sacrifice this creature: You gain 2 life.<br><br>[sideboard]<br><br><div>2/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Werefox Bodyguard</b> ①W①W<br>Creature -- Elf Fox Knight<br><br>Flash<br>When this creature enters, exile up to one other target non-Fox creature until this creature leaves the battlefield.<br>{1}{W}, Sacrifice this creature: You gain 2 life.<br><br>[sideboard]<br><br><div>2/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
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