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| <div><div>Ambitious Farmhand</div><div>Card</div><div></div><div>----- OTHER FACE -----</div><div>Ambitious Farmhand</div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                | <div><div>Ambitious Farmhand</div><div>Card</div><div></div><div>----- OTHER FACE -----</div><div>Ambitious Farmhand</div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                | <div><div>Ambitious Farmhand</div><div>Card</div><div></div><div>----- OTHER FACE -----</div><div>Ambitious Farmhand</div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                              | <div><div>Destroy Evil</div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with toughness 4 or greater.<br/>* Destroy target enchantment.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                               |
| <div><div>Destroy Evil</div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with toughness 4 or greater.<br/>* Destroy target enchantment.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Eiganjo, Seat of the Empire</div><div>Legendary Land</div><div>{T}: Add {W}.<br/>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> | <div><div>Elspeth Resplendent</div><div>Legendary Planeswalker -- Elspeth</div><div>[+1]: Choose up to one target creature. Put a +1/+1 counter and a counter from among flying, first strike, lifelink, or vigilance on it.<br/>[-3]: Look at the top seven cards of your library. You may put a permanent card with mana value 3 or less from among them onto the battlefield with a shield counter on it. Put the rest on the bottom of your library in a random order.<br/>[-7]: Create five 3/3 white Angel creature tokens with flying.</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Elspeth Resplendent</div><div>Legendary Planeswalker -- Elspeth</div><div>[+1]: Choose up to one target creature. Put a +1/+1 counter and a counter from among flying, first strike, lifelink, or vigilance on it.<br/>[-3]: Look at the top seven cards of your library. You may put a permanent card with mana value 3 or less from among them onto the battlefield with a shield counter on it. Put the rest on the bottom of your library in a random order.<br/>[-7]: Create five 3/3 white Angel creature tokens with flying.</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

④ W W

\* Exile all graveyards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ W W

\* Exile all graveyards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Exile target creature with mana value less than or equal to the number of Plains you control. Its controller gains 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Exile target creature with mana value less than or equal to the number of Plains you control. Its controller gains 3 life.

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Exile target creature with mana value less than or equal to the number of Plains you control. Its controller gains 3 life.

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Exile target creature with mana value less than or equal to the number of Plains you control. Its controller gains 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

**{T}**: You and target opponent each draw a card.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

**{T}**: You and target opponent each draw a card.

2/1

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**Loran of the Third Path** ②⑤

Legendary Creature -- Human Artificer

Vigilance  
When Loran enters, destroy up to one target artifact or enchantment.  
{T}: You and target opponent each draw a card.

2/1

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**Plains**

Basic Land -- Plains

{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

**Plains**

Basic Land -- Plains

{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

**Plains**

Basic Land -- Plains

{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

**Plains**

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

**Plains**

Basic Land -- Plains

{T}: Add {W}.

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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>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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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>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                  | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                  | <div>Reckoner Bankbuster2</div> <div>Artifact -- Vehicle</div> <div>This Vehicle enters with three charge counters on it.<br/>{2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater."<br/>Crew 3</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Reckoner Bankbuster2</div> <div>Artifact -- Vehicle</div> <div>This Vehicle enters with three charge counters on it.<br/>{2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater."<br/>Crew 3</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Reckoner Bankbuster2</div> <div>Artifact -- Vehicle</div> <div>This Vehicle enters with three charge counters on it.<br/>{2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater."<br/>Crew 3</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Reckoner Bankbuster2</div> <div>Artifact -- Vehicle</div> <div>This Vehicle enters with three charge counters on it.<br/>{2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater."<br/>Crew 3</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Roadside Reliquary</div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land: Draw a card if you control an artifact. Draw a card if you control an enchantment.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                |

## Roadside Reliquary

Land

{T}: Add {C}.  
{2}, {T}, Sacrifice this land: Draw  
a card if you control an artifact.  
Draw a card if you control an  
enchantment.

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## Roadside Reliquary

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## Sanctuary Warden

4 W W

Creature -- Angel Soldier

**Flying**  
This creature enters with two shield counters on it. Whenever this creature enters or attacks, you may remove a counter from a creature or planeswalker you control. If you do, draw a card and create a 1/1 green and white Citizen creature token.

5/5

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④ W W

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This creature enters with two shield counters on it.  
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5/5

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## Serra Paragon

2 W W

Creature -- Angel

### Flying

Once during each of your turns, you may play a land from your graveyard or cast a permanent spell with mana value 3 or less from your graveyard. If you do, it gains "When this permanent is put into a graveyard from the battlefield, exile it and you gain 2 life."

3/4

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3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

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3/4

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| <div> <b>Spirited Companion</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Enchantment Creature -- Dog         </div> <div>           When this creature enters, draw a card.         </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                           | <div> <b>Spirited Companion</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Enchantment Creature -- Dog         </div> <div>           When this creature enters, draw a card.         </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                           | <div> <b>The Restoration of Eiganjo</b> <div> <div>2</div> <div>W</div> </div> </div> <div>           Enchantment -- Saga         </div> <div>           (As this Saga enters and after your draw step, add a lore counter.)<br/>           I -- Search your library for a basic Plains card, reveal it, put it into your hand, then shuffle.<br/>           II -- You may discard a card. When you do, return target permanent card with mana value 2 or less from your graveyard to the battlefield tapped.<br/>           III -- Exile this Saga, then return it to the battlefield transformed under your control.         </div> <div> <div>3/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>The Restoration of Eiganjo</b> <div> <div>2</div> <div>W</div> </div> </div> <div>           Enchantment -- Saga         </div> <div>           (As this Saga enters and after your draw step, add a lore counter.)<br/>           I -- Search your library for a basic Plains card, reveal it, put it into your hand, then shuffle.<br/>           II -- You may discard a card. When you do, return target permanent card with mana value 2 or less from your graveyard to the battlefield tapped.<br/>           III -- Exile this Saga, then return it to the battlefield transformed under your control.         </div> <div> <div>3/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>The Wandering Emperor</b> <div> <div>2</div> <div>W</div> <div>W</div> </div> </div> <div>           Legendary Planeswalker         </div> <div>           Flash<br/>           As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.<br/>           [+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.<br/>           [-1]: Create a 2/2 white Samurai creature token with vigilance.<br/>           [-2]: Exile target tapped creature. You gain 2 life.         </div> <div> <div>L 3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>The Wandering Emperor</b> <div> <div>2</div> <div>W</div> <div>W</div> </div> </div> <div>           Legendary Planeswalker         </div> <div>           Flash<br/>           As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.<br/>           [+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.<br/>           [-1]: Create a 2/2 white Samurai creature token with vigilance.<br/>           [-2]: Exile target tapped creature. You gain 2 life.         </div> <div> <div>L 3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>The Wandering Emperor</b> <div> <div>2</div> <div>W</div> <div>W</div> </div> </div> <div>           Legendary Planeswalker         </div> <div>           Flash<br/>           As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.<br/>           [+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.<br/>           [-1]: Create a 2/2 white Samurai creature token with vigilance.<br/>           [-2]: Exile target tapped creature. You gain 2 life.         </div> <div> <div>L 3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                             | <div> <b>The Wandering Emperor</b> <div> <div>2</div> <div>W</div> <div>W</div> </div> </div> <div>           Legendary Planeswalker         </div> <div>           Flash<br/>           As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.<br/>           [+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.<br/>           [-1]: Create a 2/2 white Samurai creature token with vigilance.<br/>           [-2]: Exile target tapped creature. You gain 2 life.         </div> <div> <div>L 3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                             |

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| <div><div><div>Wedding Announcement</div><div>2W</div></div><div>Enchantment</div><div>At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it.</div><div>----- BACK FACE -----</div><div><div>Wedding Festivity</div><div>Enchantment</div><div>Creatures you control get +1/+1.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Wedding Announcement</div><div>2W</div></div><div>Enchantment</div><div>At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it.</div><div>----- BACK FACE -----</div><div><div>Wedding Festivity</div><div>Enchantment</div><div>Creatures you control get +1/+1.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Wedding Announcement</div><div>2W</div></div><div>Enchantment</div><div>At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it.</div><div>----- BACK FACE -----</div><div><div>Wedding Festivity</div><div>Enchantment</div><div>Creatures you control get +1/+1.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Wedding Announcement</div><div>2W</div></div><div>Enchantment</div><div>At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it.</div><div>----- BACK FACE -----</div><div><div>Wedding Festivity</div><div>Enchantment</div><div>Creatures you control get +1/+1.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Banishing Slash</div><div>WW</div></div><div>Sorcery</div><div>Destroy up to one target artifact, enchantment, or tapped creature. Then if you control an artifact and an enchantment, create a 2/2 white Samurai creature token with vigilance.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                       | <div><div><div>Depopulate</div><div>2WWW</div></div><div>Sorcery</div><div>Each player who controls a multicolored creature draws a card. Then destroy all creatures.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                 | <div><div><div>Depopulate</div><div>2WWW</div></div><div>Sorcery</div><div>Each player who controls a multicolored creature draws a card. Then destroy all creatures.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                 | <div><div><div>Destroy Evil</div><div>1W</div></div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with toughness 4 or greater.<br/>* Destroy target enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                 |

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| <div><div><div>Destroy Evil</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with toughness 4 or greater.<br/>* Destroy target enchantment.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                  | <div><div><div>Fateful Absence</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>Destroy target creature or planeswalker. Its controller investigates. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                             | <div><div><div>Fateful Absence</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>Destroy target creature or planeswalker. Its controller investigates. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Sunset Revelry</div><div><div>1</div><div>W</div></div></div><div><div>Sorcery</div><div>If an opponent has more life than you, you gain 4 life.<br/>If an opponent controls more creatures than you, create two 1/1 white Human creature tokens.<br/>If an opponent has more cards in hand than you, draw a card.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Sunset Revelry</div><div><div>1</div><div>W</div></div></div><div><div>Sorcery</div><div>If an opponent has more life than you, you gain 4 life.<br/>If an opponent controls more creatures than you, create two 1/1 white Human creature tokens.<br/>If an opponent has more cards in hand than you, draw a card.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Sunset Revelry</div><div><div>1</div><div>W</div></div></div><div><div>Sorcery</div><div>If an opponent has more life than you, you gain 4 life.<br/>If an opponent controls more creatures than you, create two 1/1 white Human creature tokens.<br/>If an opponent has more cards in hand than you, draw a card.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Temporary Lockdown</div><div><div>1</div><div>W</div><div>W</div></div></div><div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>       | <div><div><div>Temporary Lockdown</div><div><div>1</div><div>W</div><div>W</div></div></div><div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                   |

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| <div> <div> Temporary Lockdown 1WW </div> <div> Enchantment </div> <div> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Unlicensed Hearse 2 </div> <div> Artifact -- Vehicle </div> <div> <p>{T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2</p> <p>[sideboard]</p> </div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Unlicensed Hearse 2 </div> <div> Artifact -- Vehicle </div> <div> <p>{T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2</p> <p>[sideboard]</p> </div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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