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| <div> <div>Aether Vial</div> <div>Artifact</div> <div> <p>At the beginning of your upkeep, you may put a charge counter on this artifact.</p> <p>{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | <div> <div>Aether Vial</div> <div>Artifact</div> <div> <p>At the beginning of your upkeep, you may put a charge counter on this artifact.</p> <p>{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | <div> <div>Aether Vial</div> <div>Artifact</div> <div> <p>At the beginning of your upkeep, you may put a charge counter on this artifact.</p> <p>{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | <div> <div>Aether Vial</div> <div>Artifact</div> <div> <p>At the beginning of your upkeep, you may put a charge counter on this artifact.</p> <p>{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <div> <div>Ajani, Nacatl Pariah</div> <div> <div> <div>1</div> <div>W</div> </div> <div> <div>Legendary Creature -- Cat Warrior</div> <div> <p>When Ajani enters, create a 2/1 white Cat Warrior creature token.</p> <p>Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control.</p> </div> <div>1/2</div> <div> <div>BACK FACE</div> <div>Ajani, Nacatl Avenger</div> <div> <div> <div>1</div> <div>W</div> </div> <div> <div>Legendary Planeswalker -- Ajani</div> <div> <p>[+2]: Put a +1/+1 counter on each Cat you control.</p> <p>[0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target.</p> <p>[-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.</p> </div> <div>L 3</div> </div> </div> </div> </div> </div></div> | <div> <div>Ajani, Nacatl Pariah</div> <div> <div> <div>1</div> <div>W</div> </div> <div> <div>Legendary Creature -- Cat Warrior</div> <div> <p>When Ajani enters, create a 2/1 white Cat Warrior creature token.</p> <p>Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control.</p> </div> <div>1/2</div> <div> <div>BACK FACE</div> <div>Ajani, Nacatl Avenger</div> <div> <div> <div>1</div> <div>W</div> </div> <div> <div>Legendary Planeswalker -- Ajani</div> <div> <p>[+2]: Put a +1/+1 counter on each Cat you control.</p> <p>[0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target.</p> <p>[-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.</p> </div> <div>L 3</div> </div> </div> </div> </div> </div></div> | <div> <div>Ajani, Nacatl Pariah</div> <div> <div> <div>1</div> <div>W</div> </div> <div> <div>Legendary Creature -- Cat Warrior</div> <div> <p>When Ajani enters, create a 2/1 white Cat Warrior creature token.</p> <p>Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control.</p> </div> <div>1/2</div> <div> <div>BACK FACE</div> <div>Ajani, Nacatl Avenger</div> <div> <div> <div>1</div> <div>W</div> </div> <div> <div>Legendary Planeswalker -- Ajani</div> <div> <p>[+2]: Put a +1/+1 counter on each Cat you control.</p> <p>[0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target.</p> <p>[-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.</p> </div> <div>L 3</div> </div> </div> </div> </div> </div></div> | <div> <div>Ajani, Nacatl Pariah</div> <div> <div> <div>1</div> <div>W</div> </div> <div> <div>Legendary Creature -- Cat Warrior</div> <div> <p>When Ajani enters, create a 2/1 white Cat Warrior creature token.</p> <p>Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control.</p> </div> <div>1/2</div> <div> <div>BACK FACE</div> <div>Ajani, Nacatl Avenger</div> <div> <div> <div>1</div> <div>W</div> </div> <div> <div>Legendary Planeswalker -- Ajani</div> <div> <p>[+2]: Put a +1/+1 counter on each Cat you control.</p> <p>[0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target.</p> <p>[-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.</p> </div> <div>L 3</div> </div> </div> </div> </div> </div></div> |

Playtest cards - hundinggjornersen - Legacy (Legacy League)

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 1/12 - 8 cards - 2.5 x 3.5 in each

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| <div>Arid Mesa</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                    | <div>Arid Mesa</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Arid Mesa</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Arid Mesa</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Barrin, Tolarian Archmage ①④④</div> <div>Legendary Creature -- Human Wizard</div> <div>When Barrin enters, return up to one other target creature or planeswalker to its owner's hand. At the beginning of your end step, if a permanent was put into your hand from the battlefield this turn, draw a card.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Brainstorm ④</div> <div>Instant</div> <div>Draw three cards, then put two cards from your hand on top of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                      | <div>Brainstorm ④</div> <div>Instant</div> <div>Draw three cards, then put two cards from your hand on top of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                      | <div>Brainstorm ④</div> <div>Instant</div> <div>Draw three cards, then put two cards from your hand on top of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                      |

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| <div>Brainstorm (U)</div> <div>Instant</div> <div>Draw three cards, then put two cards from your hand on top of your library in any order.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                        | <div>Broadside Bombardiers (2)(R)</div> <div>Creature -- Goblin Pirate</div> <div>Menace, haste<br/>Boast -- Sacrifice another creature or artifact: This creature deals damage equal to 2 plus the sacrificed permanent's mana value to any target. (Activate only if this creature attacked this turn and only once each turn.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Broadside Bombardiers (2)(R)</div> <div>Creature -- Goblin Pirate</div> <div>Menace, haste<br/>Boast -- Sacrifice another creature or artifact: This creature deals damage equal to 2 plus the sacrificed permanent's mana value to any target. (Activate only if this creature attacked this turn and only once each turn.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Broadside Bombardiers (2)(R)</div> <div>Creature -- Goblin Pirate</div> <div>Menace, haste<br/>Boast -- Sacrifice another creature or artifact: This creature deals damage equal to 2 plus the sacrificed permanent's mana value to any target. (Activate only if this creature attacked this turn and only once each turn.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Broadside Bombardiers (2)(R)</div> <div>Creature -- Goblin Pirate</div> <div>Menace, haste<br/>Boast -- Sacrifice another creature or artifact: This creature deals damage equal to 2 plus the sacrificed permanent's mana value to any target. (Activate only if this creature attacked this turn and only once each turn.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Charming Prince (1)(W)</div> <div>Creature -- Human Noble</div> <div>When this creature enters, choose one --<br/>* Scry 2.<br/>* You gain 3 life.<br/>* Exile another target creature you own. Return it to the battlefield under your control at the beginning of the next end step.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                       | <div>Elegant Parlor</div> <div>Land -- Mountain Plains</div> <div>{T}: Add {R} or {W}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                            | <div>Flooded Strand</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                  |

## Flooded Strand

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Flooded Strand

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Flooded Strand

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Force of Will

③ ④ ⑤

Instant

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.  
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Force of Will

3 U U

Instant

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.  
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Force of Will

3 U U

Instant

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.  
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Force of Will

3 U U

Instant

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.  
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gilded Drake

①②

Creature -- Drake

Flying  
When this creature enters, exchange control of this creature and up to one target creature an opponent controls. If you don't or can't make an exchange, sacrifice this creature. This ability still resolves if its target becomes illegal.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Gilded Drake</b> <span>1</span> <span>U</span><br>Creature -- Drake<br>Flying<br>When this creature enters, exchange control of this creature and up to one target creature an opponent controls. If you don't or can't make an exchange, sacrifice this creature. This ability still resolves if its target becomes illegal.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Gilded Drake</b> <span>1</span> <span>U</span><br>Creature -- Drake<br>Flying<br>When this creature enters, exchange control of this creature and up to one target creature an opponent controls. If you don't or can't make an exchange, sacrifice this creature. This ability still resolves if its target becomes illegal.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Gilded Drake</b> <span>1</span> <span>U</span><br>Creature -- Drake<br>Flying<br>When this creature enters, exchange control of this creature and up to one target creature an opponent controls. If you don't or can't make an exchange, sacrifice this creature. This ability still resolves if its target becomes illegal.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Karakas</b><br>Legendary Land<br>{T}: Add {W}.<br>{T}: Return target legendary creature to its owner's hand.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                             |
| <b>Karakas</b><br>Legendary Land<br>{T}: Add {W}.<br>{T}: Return target legendary creature to its owner's hand.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                 | <b>Karakas</b><br>Legendary Land<br>{T}: Add {W}.<br>{T}: Return target legendary creature to its owner's hand.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                 | <b>Lavinia, Azorius Renegade</b> <span>W</span> <span>U</span><br>Legendary Creature -- Human Soldier<br>Each opponent can't cast noncreature spells with mana value greater than the number of lands that player controls.<br>Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev          | <b>Loran of the Third Path</b> <span>2</span> <span>W</span><br>Legendary Creature -- Human Artificer<br>Vigilance<br>When Loran enters, destroy up to one target artifact or enchantment.<br>{T}: You and target opponent each draw a card.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <p><b>Magus of the Moon</b> (2)(R)</p> <p>Creature -- Human Wizard</p> <p>Nonbasic lands are Mountains.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                           | <p><b>Meticulous Archive</b></p> <p>Land -- Plains Island</p> <p>{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.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                    | <p><b>Otawara, Soaring City</b></p> <p>Legendary Land</p> <p>{T}: Add {U}.<br/>Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand.<br/>This ability costs {1} less to activate for each legendary creature you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                | <p><b>Phelia, Exuberant Shepherd</b> (1)(W)</p> <p>Legendary Creature -- Dog</p> <p>Flash<br/>Whenever Phelia attacks, exile up to one other target nonland permanent.<br/>At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Phelia, Exuberant Shepherd</b> (1)(W)</p> <p>Legendary Creature -- Dog</p> <p>Flash<br/>Whenever Phelia attacks, exile up to one other target nonland permanent.<br/>At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Phelia, Exuberant Shepherd</b> (1)(W)</p> <p>Legendary Creature -- Dog</p> <p>Flash<br/>Whenever Phelia attacks, exile up to one other target nonland permanent.<br/>At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Phelia, Exuberant Shepherd</b> (1)(W)</p> <p>Legendary Creature -- Dog</p> <p>Flash<br/>Whenever Phelia attacks, exile up to one other target nonland permanent.<br/>At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Plateau</b></p> <p>Land -- Mountain Plains</p> <p>{T}: Add {R} or {W}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                |

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| <div> <b>Plateau</b> </div> <div> Land -- Mountain Plains </div> <div> ({T}: Add {R} or {W}.) </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                       | <div> <b>Recruiter of the Guard</b> (2)(W) </div> <div> Creature -- Human Soldier </div> <div> When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle. </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                        | <div> <b>Recruiter of the Guard</b> (2)(W) </div> <div> Creature -- Human Soldier </div> <div> When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle. </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                      | <div> <b>Recruiter of the Guard</b> (2)(W) </div> <div> Creature -- Human Soldier </div> <div> When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle. </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> |
| <div> <b>Recruiter of the Guard</b> (2)(W) </div> <div> Creature -- Human Soldier </div> <div> When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle. </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Samwise the Stouthearted</b> (1)(W) </div> <div> Legendary Creature -- Halfling Peasant </div> <div> Flash<br/>When Samwise enters, choose up to one target permanent card in your graveyard that was put there from the battlefield this turn. Return it to your hand. Then the Ring tempts you. </div> <div> <div>2/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Skyclave Apparition</b> (1)(W)(W) </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> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Snow-Covered Island</b> </div> <div> Basic Snow Land -- Island </div> <div> ({T}: Add {U}.) </div> <div> <div></div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                   |

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| <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                           | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                           | <div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                           | <div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                           |
| <div><div>Solitude<div>3WW</div></div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Solitude<div>3WW</div></div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Solitude<div>3WW</div></div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Solitude<div>3WW</div></div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                               | <div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                               | <div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                               | <div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Teferi, Time Raveler</div><div>Legendary Planeswalker -- Teferi</div><div>Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Teferi, Time Raveler</div><div>Legendary Planeswalker -- Teferi</div><div>Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Teferi, Time Raveler</div><div>Legendary Planeswalker -- Teferi</div><div>Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tundra</div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                 |

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| <div><div><b>Tundra</b></div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        | <div><div><b>Venser, Shaper Savant</b> 2UU</div><div>Legendary Creature -- Human Wizard</div><div>Flash (You may cast this spell any time you could cast an instant.)<br/>When Venser enters, return target spell or permanent to its owner's hand.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Volcanic Island</b></div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             | <div><div><b>Wasteland</b></div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                            |
| <div><div><b>Wasteland</b></div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Wasteland</b></div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                     | <div><div><b>Wasteland</b></div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Witch Enchanter</b> 3W</div><div>Creature -- Human Warlock</div><div>When this creature enters, destroy target artifact or enchantment an opponent controls.</div><div>2/2</div><div>--- BACK FACE ---</div><div><div><b>Witch-Blessed Meadow</b></div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div><div>Consign to Memory</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Consign to Memory</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Consign to Memory</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Consign to Memory</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Deafening Silence</div><div>Enchantment</div><div>Each player can't cast more than one noncreature spell each turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                        | <div><div>Deafening Silence</div><div>Enchantment</div><div>Each player can't cast more than one noncreature spell each turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                        | <div><div>Faerie Macabre</div><div>Creature -- Faerie Rogue</div><div>Flying</div><div>Discard this card: Exile up to two target cards from graveyards.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                | <div><div>Faerie Macabre</div><div>Creature -- Faerie Rogue</div><div>Flying</div><div>Discard this card: Exile up to two target cards from graveyards.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                |

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| <div> <div> Magus of the Moon 2R </div> <div> Creature -- Human Wizard </div> <div> Nonbasic lands are Mountains. </div> <div> [sideboard] </div> <div> 2/2 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                           | <div> <div> Meltdown XR </div> <div> Sorcery </div> <div> Destroy each artifact with mana value X or less. </div> <div> [sideboard] </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                                             | <div> <div> Pyroblast R </div> <div> Instant </div> <div> Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. </div> <div> [sideboard] </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                                                                                                                                                               | <div> <div> Pyroblast R </div> <div> Instant </div> <div> Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. </div> <div> [sideboard] </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |
| <div> <div> Red Elemental Blast R </div> <div> Instant </div> <div> Choose one -- * Counter target blue spell. * Destroy target blue permanent. </div> <div> [sideboard] </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Surgical Extraction BP </div> <div> Instant </div> <div> ({B/P} can be paid with either {B} or 2 life.) Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles. </div> <div> [sideboard] </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Yorion, Sky Nomad 3W/UW/U </div> <div> Legendary Creature -- Bird Serpent </div> <div> Companion -- Your starting deck contains at least twenty cards more than the minimum deck size. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) Flying When Yorion enters, exile any number of other nonland permanents you own and control. Return those cards to the battlefield at the beginning of the next end step. </div> <div> [sideboard] </div> <div> 4/5 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> </div> <div> </div> <div> </div> <div> </div> <div> </div> <div> </div> </div>                                                                                                                                                                                |