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| <div><div>Ancestral Recall</div><div>Instant</div><div>Target player draws three cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                     | <div><div>Aphetto Alchemist</div><div>Creature -- Human Wizard</div><div>{T}: Untap target artifact or creature.<br/>Morph {U} (You may cast this card face down as a 2/2 creature for {3}.<br/>Turn it face up any time for its morph cost.)</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Aphetto Alchemist</div><div>Creature -- Human Wizard</div><div>{T}: Untap target artifact or creature.<br/>Morph {U} (You may cast this card face down as a 2/2 creature for {3}.<br/>Turn it face up any time for its morph cost.)</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Aphetto Alchemist</div><div>Creature -- Human Wizard</div><div>{T}: Untap target artifact or creature.<br/>Morph {U} (You may cast this card face down as a 2/2 creature for {3}.<br/>Turn it face up any time for its morph cost.)</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Aphetto Alchemist</div><div>Creature -- Human Wizard</div><div>{T}: Untap target artifact or creature.<br/>Morph {U} (You may cast this card face down as a 2/2 creature for {3}.<br/>Turn it face up any time for its morph cost.)</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Bayou</div><div>Land -- Swamp Forest</div><div>( {T}: Add {B} or {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                            | <div><div>Bayou</div><div>Land -- Swamp Forest</div><div>( {T}: Add {B} or {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                            | <div><div>Black Lotus</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add three mana of any one color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                           |

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <b>Cabal Therapy</b> <span>(B)</span> </div> <div>Sorcery</div> <div> <p>Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                   | <div> <b>Cabal Therapy</b> <span>(B)</span> </div> <div>Sorcery</div> <div> <p>Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <b>Deathrite Shaman</b> <span>(B/G)</span> </div> <div>Creature -- Elf Shaman</div> <div> <p>{T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)<br/> {B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.<br/> {G}, {T}: Exile target creature card from a graveyard. You gain 2 life.</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <b>Deathrite Shaman</b> <span>(B/G)</span> </div> <div>Creature -- Elf Shaman</div> <div> <p>{T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)<br/> {B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.<br/> {G}, {T}: Exile target creature card from a graveyard. You gain 2 life.</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> |
| <div> <b>Deathrite Shaman</b> <span>(B/G)</span> </div> <div>Creature -- Elf Shaman</div> <div> <p>{T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)<br/> {B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.<br/> {G}, {T}: Exile target creature card from a graveyard. You gain 2 life.</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <b>Demonic Tutor</b> <span>(1)(B)</span> </div> <div>Sorcery</div> <div> <p>Search your library for a card, put that card into your hand, then shuffle.</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                           | <div> <b>Dread Return</b> <span>(2)(B)(B)</span> </div> <div>Sorcery</div> <div> <p>Return target creature card from your graveyard to the battlefield. Flashback--Sacrifice three creatures. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                         | <div> <b>Force of Negation</b> <span>(1)(U)(U)</span> </div> <div>Instant</div> <div> <p>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                        |

① U U

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

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

3 U U

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

3 U U

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

3 U U

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

UP

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( {U/P} can be paid with either {U}
or 2 life.)
Look at target player's hand.
Draw a card.
```

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① ⑥

{G}, {T}: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and all other cards revealed this way into your graveyard.

1/1

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① ⑥

{G}, {T}: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and all other cards revealed this way into your graveyard.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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.

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| <div> <div> Hermit Druid <div> 1 6 </div> </div> <div> Creature -- Human Druid </div> <div> {G}, {T}: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and all other cards revealed this way into your graveyard. </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Hermit Druid <div> 1 6 </div> </div> <div> Creature -- Human Druid </div> <div> {G}, {T}: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and all other cards revealed this way into your graveyard. </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Legolas's Quick Reflexes 6 </div> <div> Instant </div> <div> Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)<br/> Untap target creature. Until end of turn, it gains reach, hexproof, and "Whenever this creature becomes tapped, it deals damage equal to its power to up to one target creature." </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Legolas's Quick Reflexes 6 </div> <div> Instant </div> <div> Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)<br/> Untap target creature. Until end of turn, it gains reach, hexproof, and "Whenever this creature becomes tapped, it deals damage equal to its power to up to one target creature." </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |
| <div> <div> Lightning Greaves <div> 2 </div> </div> <div> Artifact -- Equipment </div> <div> Equipped creature has haste and shroud. (It can't be the target of spells or abilities.)<br/> Equip {0} </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                    | <div> <div> Mesmeric Orb <div> 2 </div> </div> <div> Artifact </div> <div> Whenever a permanent becomes untapped, that permanent's controller mills a card. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                             | <div> <div> Misty Rainforest </div> <div> Land </div> <div> {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                     | <div> <div> Misty Rainforest </div> <div> Land </div> <div> {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                     |

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| <div><div><div>Mox Emerald</div><div>Artifact</div><div>{T}: Add {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>  | <div><div><div>Mox Jet</div><div>Artifact</div><div>{T}: Add {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                             | <div><div><div>Mox Pearl</div><div>Artifact</div><div>{T}: Add {W}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                           | <div><div><div>Mox Ruby</div><div>Artifact</div><div>{T}: Add {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                            |
| <div><div><div>Mox Sapphire</div><div>Artifact</div><div>{T}: Add {U}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Narcomoeba</div><div>Creature -- Illusion</div><div>Flying<br/>When this card is put into your graveyard from your library, you may put it onto the battlefield.</div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Narcomoeba</div><div>Creature -- Illusion</div><div>Flying<br/>When this card is put into your graveyard from your library, you may put it onto the battlefield.</div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Narcomoeba</div><div>Creature -- Illusion</div><div>Flying<br/>When this card is put into your graveyard from your library, you may put it onto the battlefield.</div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div> <div>Narcomoeba</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Illusion</div> <div> <div>Flying</div> <div>When this card is put into your graveyard from your library, you may put it onto the battlefield.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Once Upon a Time</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Instant</div> <div> <div>If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Polluted Delta</div> <div>Land</div> </div> <div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                        | <div> <div>Polluted Delta</div> <div>Land</div> </div> <div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                        |
| <div> <div>Polluted Delta</div> <div>Land</div> </div> <div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                               | <div> <div>Psychic Frog</div> <div> <div>U</div> <div>B</div> </div> </div> <div> <div>Creature -- Frog</div> <div> <div>Whenever this creature deals combat damage to a player or planeswalker, draw a card. Discard a card: Put a +1/+1 counter on this creature. Exile three cards from your graveyard: This creature gains flying until end of turn.</div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div></div>                                   | <div> <div>Psychic Frog</div> <div> <div>U</div> <div>B</div> </div> </div> <div> <div>Creature -- Frog</div> <div> <div>Whenever this creature deals combat damage to a player or planeswalker, draw a card. Discard a card: Put a +1/+1 counter on this creature. Exile three cards from your graveyard: This creature gains flying until end of turn.</div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div></div> | <div> <div>Psychic Frog</div> <div> <div>U</div> <div>B</div> </div> </div> <div> <div>Creature -- Frog</div> <div> <div>Whenever this creature deals combat damage to a player or planeswalker, draw a card. Discard a card: Put a +1/+1 counter on this creature. Exile three cards from your graveyard: This creature gains flying until end of turn.</div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div></div> |

Playtest cards - therealkinda - Vintage (Vintage Showcase Challenge)

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 6/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Sensei's Divining Top</div><div>①</div></div><div>Artifact</div><div><div>{1}: Look at the top three cards of your library, then put them back in any order.</div><div>{T}: Draw a card, then put this artifact on top of its owner's library.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Thassa's Oracle</div><div>①①</div></div><div>Creature -- Merfolk Wizard</div><div><div>When this creature enters, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game. (Each {U} in the mana costs of permanents you control counts toward your devotion to blue.)</div></div><div><div>1/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Time Vault</div><div>②</div></div><div>Artifact</div><div><div>This artifact enters tapped. This artifact doesn't untap during your untap step. If you would begin your turn while this artifact is tapped, you may skip that turn instead. If you do, untap this artifact.</div><div>{T}: Take an extra turn after this one.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Time Walk</div><div>①①</div></div><div>Sorcery</div><div><div>Take an extra turn after this one.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Tropical Island</div></div><div>Land -- Forest Island</div><div><div>{T}: Add {G} or {U}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                      | <div><div><div>Tropical Island</div></div><div>Land -- Forest Island</div><div><div>{T}: Add {G} or {U}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                            | <div><div><div>Underground Sea</div></div><div>Land -- Island Swamp</div><div><div>{T}: Add {U} or {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                      | <div><div><div>Underground Sea</div></div><div>Land -- Island Swamp</div><div><div>{T}: Add {U} or {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>         |

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| <div> <b>Urza's Saga</b> </div> <div>           Enchantment Land -- Urza's Saga         </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>I -- This Saga gains "{T}: Add {C}."</p> <p>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"</p> <p>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Vampiric Tutor</b> </div> <div>           Instant         </div> <div> <p>Search your library for a card, then shuffle and put that card on top. You lose 2 life.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                            | <div> <b>Verdant Catacombs</b> </div> <div>           Land         </div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                   | <div> <b>Verdant Catacombs</b> </div> <div>           Land         </div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                 |
| <div> <b>Assassin's Trophy</b> </div> <div>           Instant         </div> <div> <p>Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                                                                                                                                                                                       | <div> <b>Delighted Halfling</b> </div> <div>           Creature -- Halfling Citizen         </div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.</p> <p>[sideboard]</p> </div> <div> <div>1/2</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Delighted Halfling</b> </div> <div>           Creature -- Halfling Citizen         </div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.</p> <p>[sideboard]</p> </div> <div> <div>1/2</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Leyline of the Void</b> </div> <div>           Enchantment         </div> <div> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.</p> <p>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> |

Playtest cards - therealkinda - Vintage (Vintage Showcase Challenge)

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;

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

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| <div>Leyline of the Void 2BB</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                  | <div>Leyline of the Void 2BB</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                  | <div>Leyline of the Void 2BB</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                  | <div>Lurrus of the Dream-Den 1W/BW/B</div> <div>Legendary Creature -- Cat Nightmare</div> <div>Companion -- Each permanent card in your starting deck has mana value 2 or less. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)<br/>Lifelink<br/>Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard.</div> <div>[sideboard]</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Nadu, Winged Wisdom 1GU</div> <div>Legendary Creature -- Bird Wizard</div> <div>Flying<br/>Creatures you control have "Whenever this creature becomes the target of a spell or ability, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. This ability triggers only twice each turn."</div> <div>[sideboard]</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Nadu, Winged Wisdom 1GU</div> <div>Legendary Creature -- Bird Wizard</div> <div>Flying<br/>Creatures you control have "Whenever this creature becomes the target of a spell or ability, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. This ability triggers only twice each turn."</div> <div>[sideboard]</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Nadu, Winged Wisdom 1GU</div> <div>Legendary Creature -- Bird Wizard</div> <div>Flying<br/>Creatures you control have "Whenever this creature becomes the target of a spell or ability, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. This ability triggers only twice each turn."</div> <div>[sideboard]</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Nadu, Winged Wisdom 1GU</div> <div>Legendary Creature -- Bird Wizard</div> <div>Flying<br/>Creatures you control have "Whenever this creature becomes the target of a spell or ability, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. This ability triggers only twice each turn."</div> <div>[sideboard]</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                |

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| <div><div><div>Okó, Thief of Crowns ①⑥⑦</div><div>Legendary Planeswalker -- Oko</div><div><div>[+2]: Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div><div>[+1]: Target artifact or creature loses all abilities and becomes a green Elk creature with base power and toughness 3/3.</div><div>[-5]: Exchange control of target artifact or creature you control and target creature an opponent controls with power 3 or less.</div></div><div>[sideboard]</div><div><div>L4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> | <div><div><div>Okó, Thief of Crowns ①⑥⑦</div><div>Legendary Planeswalker -- Oko</div><div><div>[+2]: Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div><div>[+1]: Target artifact or creature loses all abilities and becomes a green Elk creature with base power and toughness 3/3.</div><div>[-5]: Exchange control of target artifact or creature you control and target creature an opponent controls with power 3 or less.</div></div><div>[sideboard]</div><div><div>L4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> | <div><div><div>Shuko ①</div><div>Artifact -- Equipment</div><div><div>Equipped creature gets +1/+0.</div><div>Equip {0} ({0}: Attach to target creature you control. Equip only as a sorcery.)</div></div><div>[sideboard]</div><div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> |
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