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| <b>Archangel Elspeth</b> (2)(W)(W)<br>Legendary Planeswalker -- Elspeth<br>[+1]: Create a 1/1 white Soldier creature token with lifelink.<br>[-2]: Put two +1/+1 counters on target creature. It becomes an Angel in addition to its other types and gains flying.<br>[-6]: Return all nonland permanent cards with mana value 3 or less from your graveyard to the battlefield.<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         | <b>Archangel Elspeth</b> (2)(W)(W)<br>Legendary Planeswalker -- Elspeth<br>[+1]: Create a 1/1 white Soldier creature token with lifelink.<br>[-2]: Put two +1/+1 counters on target creature. It becomes an Angel in addition to its other types and gains flying.<br>[-6]: Return all nonland permanent cards with mana value 3 or less from your graveyard to the battlefield.<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         | <b>Beza, the Bounding Spring</b> (2)(W)(W)<br>Legendary Creature -- Elemental Elk<br>When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                | <b>Beza, the Bounding Spring</b> (2)(W)(W)<br>Legendary Creature -- Elemental Elk<br>When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                |
| <b>Beza, the Bounding Spring</b> (2)(W)(W)<br>Legendary Creature -- Elemental Elk<br>When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Beza, the Bounding Spring</b> (2)(W)(W)<br>Legendary Creature -- Elemental Elk<br>When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Caretaker's Talent</b> (2)(W)<br>Enchantment -- Class<br>(Gain the next level as a sorcery to add its ability.)<br>Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn.<br>{W}: Level 2<br>When this Class becomes level 2, create a token that's a copy of target token you control.<br>{3}{W}: Level 3<br>Creature tokens you control get +2/+2.<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Caretaker's Talent</b> (2)(W)<br>Enchantment -- Class<br>(Gain the next level as a sorcery to add its ability.)<br>Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn.<br>{W}: Level 2<br>When this Class becomes level 2, create a token that's a copy of target token you control.<br>{3}{W}: Level 3<br>Creature tokens you control get +2/+2.<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

② ② W

(Gain the next level as a sorcery to add its ability.)

$\{W\}$ : Level 2

$\{3\}^W$ : Level 3

Creature tokens you control get +2/+2.

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②③

(Gain the next level as a sorcery to add its ability.)

$\{W\}$ : Level 2

{3}{w}: Level 3

Creature tokens you control get +2/+2.

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① ② W

When this artifact enters and when you sacrifice it, create a 1/1 white Rabbit creature token and scry 1.

{2}, {T}, Sacrifice this artifact:

You gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

When this artifact enters and when you sacrifice it, create a 1/1 white Rabbit creature token and scry 1.

{2}, {T}, Sacrifice this artifact:

You gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

When this artifact enters and when you sacrifice it, create a 1/1 white Rabbit creature token and scry 1.

{2}, {T}, Sacrifice this artifact:

You gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

When this artifact enters and when you sacrifice it, create a 1/1 white Rabbit creature token and scry 1.

{2}, {T}, Sacrifice this artifact:

You gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

Lifelink

Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.

When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

Lifelink

Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.

When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)

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| <div> <div>Enduring Innocence</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment Creature -- Sheep Glimmer</div> <div> <div>Lifelink</div> <div>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.</div> <div>When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)</div> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div>Fountainport</div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{2}, {T}, Sacrifice a token: Draw a card.</div> <div>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.</div> <div>{4}, {T}: Create a Treasure token.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                         | <div>Fountainport</div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{2}, {T}, Sacrifice a token: Draw a card.</div> <div>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.</div> <div>{4}, {T}: Create a Treasure token.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                         | <div>Fountainport</div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{2}, {T}, Sacrifice a token: Draw a card.</div> <div>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.</div> <div>{4}, {T}: Create a Treasure token.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                         |
| <div>Fountainport</div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{2}, {T}, Sacrifice a token: Draw a card.</div> <div>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.</div> <div>{4}, {T}: Create a Treasure token.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                     | <div>Get Lost</div> <div> <div>1</div> <div>W</div> </div> <div>Instant</div> <div> <div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Get Lost</div> <div> <div>1</div> <div>W</div> </div> <div>Instant</div> <div> <div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Get Lost</div> <div> <div>1</div> <div>W</div> </div> <div>Instant</div> <div> <div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div> <div>Get Lost</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Lay Down Arms</div> <div> <div>W</div> </div> </div> <div>Sorcery</div> <div> <p>Exile target creature with mana value less than or equal to the number of Plains you control. Its controller gains 3 life.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                             | <div> <div>Lay Down Arms</div> <div> <div>W</div> </div> </div> <div>Sorcery</div> <div> <p>Exile target creature with mana value less than or equal to the number of Plains you control. Its controller gains 3 life.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                         | <div> <div>Lay Down Arms</div> <div> <div>W</div> </div> </div> <div>Sorcery</div> <div> <p>Exile target creature with mana value less than or equal to the number of Plains you control. Its controller gains 3 life.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                         |
| <div> <div>Lay Down Arms</div> <div> <div>W</div> </div> </div> <div>Sorcery</div> <div> <p>Exile target creature with mana value less than or equal to the number of Plains you control. Its controller gains 3 life.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                          | <div> <div>Loran of the Third Path</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Human Artificer</div> <div> <div>Vigilance</div> <p>When Loran enters, destroy up to one target artifact or enchantment. {T}: You and target opponent each draw a card.</p> </div> <div> <div>2/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Meticulous Archive</div> </div> <div> <div>Land -- Plains Island</div> <div> <p>{T}: Add {W} or {U}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Meticulous Archive</div> </div> <div> <div>Land -- Plains Island</div> <div> <p>{T}: Add {W} or {U}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

Playtest cards - PapaBudz - Standard (\$10K RCQ - Standard - SCG CON Columbus - Saturday -

sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

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| <div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div><div>({T}: Add {W} or {U}.)</div><div>This land enters tapped.</div><div>When this land enters, surveil 1.</div><div>(Look at the top card of your library. You may put it into your graveyard.)</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                               | <div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div><div>({T}: Add {W} or {U}.)</div><div>This land enters tapped.</div><div>When this land enters, surveil 1.</div><div>(Look at the top card of your library. You may put it into your graveyard.)</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                               | <div><div>Parting Gust</div><div>Instant</div><div><div>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)</div><div>Exile target nontoken creature. If the gift wasn't promised, return that card to the battlefield under its owner's control with a +1/+1 counter on it at the beginning of the next end step.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Parting Gust</div><div>Instant</div><div><div>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)</div><div>Exile target nontoken creature. If the gift wasn't promised, return that card to the battlefield under its owner's control with a +1/+1 counter on it at the beginning of the next end step.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Parting Gust</div><div>Instant</div><div><div>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)</div><div>Exile target nontoken creature. If the gift wasn't promised, return that card to the battlefield under its owner's control with a +1/+1 counter on it at the beginning of the next end step.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Parting Gust</div><div>Instant</div><div><div>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)</div><div>Exile target nontoken creature. If the gift wasn't promised, return that card to the battlefield under its owner's control with a +1/+1 counter on it at the beginning of the next end step.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Plains</div><div>Basic Land -- Plains</div><div><div>({T}: Add {W}.)</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                        | <div><div>Plains</div><div>Basic Land -- Plains</div><div><div>({T}: Add {W}.)</div></div></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>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> | <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>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>Season of the Burrow (3)(W)(W)</div> <div>Sorcery</div> <div>Choose up to five {P} worth of modes. You may choose the same mode more than once.<br/>{P} -- Create a 1/1 white Rabbit creature token.<br/>{P}{P} -- Exile target nonland permanent. Its controller draws a card.<br/>{P}{P}{P} -- Return target permanent card with mana value 3 or less from your graveyard to the battlefield with an indestructible counter on it.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sunfall (3)(W)(W)</div> <div>Sorcery</div> <div>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sunfall (3)(W)(W)</div> <div>Sorcery</div> <div>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Sunfall</div><div><div>3</div><div>W</div><div>W</div></div></div> <div>Sorcery</div> <div>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Sunfall</div><div><div>3</div><div>W</div><div>W</div></div></div> <div>Sorcery</div> <div>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Sunken Citadel</div></div> <div>Land -- Cave</div> <div>This land enters tapped. As it enters, choose a color.<br/>{T}: Add one mana of the chosen color.<br/>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                  | <div><div>Sunken Citadel</div></div> <div>Land -- Cave</div> <div>This land enters tapped. As it enters, choose a color.<br/>{T}: Add one mana of the chosen color.<br/>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Authority of the Consuls</div><div><div>W</div></div></div> <div>Enchantment</div> <div>Creatures your opponents control enter tapped.<br/>Whenever a creature an opponent controls enters, you gain 1 life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                            | <div><div>Authority of the Consuls</div><div><div>W</div></div></div> <div>Enchantment</div> <div>Creatures your opponents control enter tapped.<br/>Whenever a creature an opponent controls enters, you gain 1 life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                            | <div><div>Boon-Bringer Valkyrie</div><div><div>3</div><div>W</div><div>W</div></div></div> <div>Creature -- Angel Warrior</div> <div>Backup 1 (When this creature enters, put a +1/+1 counter on target creature. If that's another creature, it gains the following abilities until end of turn.)<br/>Flying, first strike, lifelink</div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Exorcise</div><div><div>1</div><div>W</div></div></div> <div>Sorcery</div> <div>Exile target artifact, enchantment, or creature with power 4 or greater.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                  |

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| <div><div>Jace, the Perfected Mind (2)(U)(UP)</div><div>Legendary Planeswalker -- Jace</div><div>Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)<br/>[+1]: Until your next turn, up to one target creature gets -3/-0.<br/>[-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card.<br/>[-X]: Target player mills three times X cards.</div><div>[sideboard]</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Jace, the Perfected Mind (2)(U)(UP)</div><div>Legendary Planeswalker -- Jace</div><div>Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)<br/>[+1]: Until your next turn, up to one target creature gets -3/-0.<br/>[-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card.<br/>[-X]: Target player mills three times X cards.</div><div>[sideboard]</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Loran of the Third Path (2)(W)</div><div>Legendary Creature -- Human Artificer</div><div>Vigilance<br/>When Loran enters, destroy up to one target artifact or enchantment.<br/>{T}: You and target opponent each draw a card.</div><div>[sideboard]</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Negate (1)(U)</div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                    |
| <div><div>Negate (1)(U)</div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                  | <div><div>Rest in Peace (1)(W)</div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                               | <div><div>Rest in Peace (1)(W)</div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div>Rest in Peace (1)(W)</div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## 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."

[sideboard]

3/4

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## Temporary Lockdown

1 W W

Enchantment

When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.

[sideboard]

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## Temporary Lockdown

1 W W

Enchantment

When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.

[sideboard]

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