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

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| <div><div><div>Aven Interrupter</div><div><div>1</div><div>W</div><div>W</div></div></div><div><div>Creature -- Bird Rogue</div><div>Flash<br/>Flying<br/>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)<br/>Spells your opponents cast from graveyards or from exile cost {2} more to cast.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Aven Interrupter</div><div><div>1</div><div>W</div><div>W</div></div></div><div><div>Creature -- Bird Rogue</div><div>Flash<br/>Flying<br/>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)<br/>Spells your opponents cast from graveyards or from exile cost {2} more to cast.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Aven Interrupter</div><div><div>1</div><div>W</div><div>W</div></div></div><div><div>Creature -- Bird Rogue</div><div>Flash<br/>Flying<br/>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)<br/>Spells your opponents cast from graveyards or from exile cost {2} more to cast.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Boseiju, Who Endures</div></div><div><div>Legendary Land</div><div>{T}: Add {G}.<br/>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Branchloft Pathway</div></div><div><div>Land</div><div>{T}: Add {G}.</div></div><div><div>----- BACK FACE -----</div><div><div>Boulderloft Pathway</div></div><div><div>Land</div><div>{T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                    | <div><div><div>Branchloft Pathway</div></div><div><div>Land</div><div>{T}: Add {G}.</div></div><div><div>----- BACK FACE -----</div><div><div>Boulderloft Pathway</div></div><div><div>Land</div><div>{T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                    | <div><div><div>Branchloft Pathway</div></div><div><div>Land</div><div>{T}: Add {G}.</div></div><div><div>----- BACK FACE -----</div><div><div>Boulderloft Pathway</div></div><div><div>Land</div><div>{T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                    | <div><div><div>Branchloft Pathway</div></div><div><div>Land</div><div>{T}: Add {G}.</div></div><div><div>----- BACK FACE -----</div><div><div>Boulderloft Pathway</div></div><div><div>Land</div><div>{T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                       |

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| <div><div>Brushland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {W}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  | <div><div>Brushland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {W}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  | <div><div>Brushland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {W}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  | <div><div>Brushland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {W}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  |
| <div><div>Collected Company<div>36</div></div><div>Instant</div><div>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Collected Company<div>36</div></div><div>Instant</div><div>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Collected Company<div>36</div></div><div>Instant</div><div>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Collected Company<div>36</div></div><div>Instant</div><div>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Eiganjo, Seat of the Empire</b><br>Legendary Land<br>{T}: Add {W}.<br>Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Elvish Mystic</b><br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                    | <b>Elvish Mystic</b><br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                    | <b>Elvish Mystic</b><br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                    |
| <b>Elvish Mystic</b><br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                              | <b>Enduring Innocence</b><br>Enchantment Creature -- Sheep Glimmer<br>Lifelink<br>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.<br>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.)<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Enduring Innocence</b><br>Enchantment Creature -- Sheep Glimmer<br>Lifelink<br>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.<br>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.)<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Enduring Innocence</b><br>Enchantment Creature -- Sheep Glimmer<br>Lifelink<br>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.<br>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.)<br><div>2/1</div> 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

Whenever Kellan attacks, reveal the top card of your library. If it's a creature card with mana value 3 or less, put it into your hand. Otherwise, you may put it into your graveyard.

2/3

**G**

Create X Map tokens, where X is one plus the number of opponents who control an artifact. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Whenever Kellan attacks, reveal the top card of your library. If it's a creature card with mana value 3 or less, put it into your hand. Otherwise, you may put it into your graveyard.

2/3

Ⓒ

Create X Map tokens, where X is one plus the number of opponents who control an artifact. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      bothbox.dev

**G**

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

$$(\{T\}: \text{Add } \{W\}.)$$

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

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| <b>Skyclave Apparition</b> ①①W①W<br>Creature -- Kor Spirit<br>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.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Skyclave Apparition</b> ①①W①W<br>Creature -- Kor Spirit<br>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.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Temple Garden</b><br>Land -- Forest Plains<br>({T}: Add {G} or {W}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev       | <b>Temple Garden</b><br>Land -- Forest Plains<br>({T}: Add {G} or {W}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev       |
| <b>Temple Garden</b><br>Land -- Forest Plains<br>({T}: Add {G} or {W}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                      | <b>Temple Garden</b><br>Land -- Forest Plains<br>({T}: Add {G} or {W}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                      | <b>Thalia, Guardian of Thraben</b> ①①W<br>Legendary Creature -- Human Soldier<br>First strike<br>Noncreature spells cost {1} more to cast.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Thalia, Guardian of Thraben</b> ①①W<br>Legendary Creature -- Human Soldier<br>First strike<br>Noncreature spells cost {1} more to cast.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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

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| <div> <b>Dromoka's Command</b> <span>(G)(W)</span> </div> <div> Instant </div> <div> Choose two --<br/> * Prevent all damage target instant or sorcery spell would deal this turn.<br/> * Target player sacrifices an enchantment of their choice.<br/> * Put a +1/+1 counter on target creature.<br/> * Target creature you control fights target creature you don't control. </div> <div> [sideboard] </div> <div> <div>3/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                            | <div> <b>Elite Spellbinder</b> <span>(2)(W)</span> </div> <div> Creature -- Human Cleric </div> <div> Flying<br/> When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast. </div> <div> [sideboard] </div> <div> <div>3/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Elite Spellbinder</b> <span>(2)(W)</span> </div> <div> Creature -- Human Cleric </div> <div> Flying<br/> When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast. </div> <div> [sideboard] </div> <div> <div>3/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Gideon, Ally of Zendikar</b> <span>(2)(W)(W)</span> </div> <div> Legendary Planeswalker -- Gideon </div> <div> [+1]: Until end of turn, Gideon becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.<br/> [0]: Create a 2/2 white Knight Ally creature token.<br/> [-4]: You get an emblem with "Creatures you control get +1/+1." </div> <div> [sideboard] </div> <div> <div>L 4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> |
| <div> <b>Gideon, Ally of Zendikar</b> <span>(2)(W)(W)</span> </div> <div> Legendary Planeswalker -- Gideon </div> <div> [+1]: Until end of turn, Gideon becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.<br/> [0]: Create a 2/2 white Knight Ally creature token.<br/> [-4]: You get an emblem with "Creatures you control get +1/+1." </div> <div> [sideboard] </div> <div> <div>L 4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Portable Hole</b> <span>(W)</span> </div> <div> Artifact </div> <div> When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. </div> <div> [sideboard] </div> <div> <div>L 4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                              | <div> <b>Portable Hole</b> <span>(W)</span> </div> <div> Artifact </div> <div> When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. </div> <div> [sideboard] </div> <div> <div>L 4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                              | <div> <b>Rest in Peace</b> <span>(1)(W)</span> </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> <div>L 4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                                                                           |

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