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| <p><b>Archon of Emeria</b> (2)(W)</p> <p>Creature -- Archon</p> <p>Flying<br/>Each player can't cast more than one spell each turn.<br/>Nonbasic lands your opponents control enter tapped.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                              | <p><b>Archon of Emeria</b> (2)(W)</p> <p>Creature -- Archon</p> <p>Flying<br/>Each player can't cast more than one spell each turn.<br/>Nonbasic lands your opponents control enter tapped.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                              | <p><b>Archon of Emeria</b> (2)(W)</p> <p>Creature -- Archon</p> <p>Flying<br/>Each player can't cast more than one spell each turn.<br/>Nonbasic lands your opponents control enter tapped.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                              | <p><b>Archon of Emeria</b> (2)(W)</p> <p>Creature -- Archon</p> <p>Flying<br/>Each player can't cast more than one spell each turn.<br/>Nonbasic lands your opponents control enter tapped.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                              |
| <p><b>Aven Interrupter</b> (1)(W)(W)</p> <p>Creature -- Bird Rogue</p> <p>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.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Aven Interrupter</b> (1)(W)(W)</p> <p>Creature -- Bird Rogue</p> <p>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.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Aven Interrupter</b> (1)(W)(W)</p> <p>Creature -- Bird Rogue</p> <p>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.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Aven Interrupter</b> (1)(W)(W)</p> <p>Creature -- Bird Rogue</p> <p>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.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div>Branchloft Pathway</div> <div>Land</div> <div>{T}: Add {G}.</div> <div>----- BACK FACE -----</div> <div>Boulderloft Pathway</div> <div>Land</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Branchloft Pathway</div> <div>Land</div> <div>{T}: Add {G}.</div> <div>----- BACK FACE -----</div> <div>Boulderloft Pathway</div> <div>Land</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Branchloft Pathway</div> <div>Land</div> <div>{T}: Add {G}.</div> <div>----- BACK FACE -----</div> <div>Boulderloft Pathway</div> <div>Land</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Branchloft Pathway</div> <div>Land</div> <div>{T}: Add {G}.</div> <div>----- BACK FACE -----</div> <div>Boulderloft Pathway</div> <div>Land</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>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>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>                                                         |

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| <p><b>Collected Company</b> (3)(G)</p> <p>Instant</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>               | <p><b>Collected Company</b> (3)(G)</p> <p>Instant</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                      | <p><b>Collected Company</b> (3)(G)</p> <p>Instant</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                      | <p><b>Collected Company</b> (3)(G)</p> <p>Instant</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Eiganjo, Seat of the Empire</b></p> <p>Legendary Land</p> <p>{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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Elite Spellbinder</b> (2)(W)</p> <p>Creature -- Human Cleric</p> <p>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.</p> <p>3/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Elite Spellbinder</b> (2)(W)</p> <p>Creature -- Human Cleric</p> <p>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.</p> <p>3/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Elvish Mystic</b> (G)</p> <p>Creature -- Elf Druid</p> <p>{T}: Add {G}.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                  |

Playtest cards - Kosaka, Kazune - Pioneer (????????????????3????1?Champions Cup Final

sheet 3/10 - 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.

Playtest cards - Kosaka, Kazune - Pioneer (????????????????3????1?Champions Cup Final 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.

Kellan, Daring Traveler

(1)(W)

Legendary Creature -- Human Faerie Scout

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

-- ADVENTURE --

Journey On

(G)

Sorcery -- Adventure

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 PLAYbotbox.dev

Llanowar Elves

(G)

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Llanowar Elves

(G)

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Llanowar Elves

(G)

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Llanowar Elves

(G)

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Plains

Basic Land -- Plains

{{T}}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Plains

Basic Land -- Plains

{{T}}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Razorverge Thicket

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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| <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>                                                                          | <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>                                                                                                                                                                                                                                    | <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>                                                                                                                                                                                                                                    | <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>                                                                                                                                                           |
| <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> | <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> | <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> | <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> |

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| <div><div><div>Skyclave Apparition</div><div><div>1</div><div>W</div><div>W</div></div></div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Temple Garden</div></div><div><div>Land -- Forest Plains</div><div>({T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                    | <div><div><div>Temple Garden</div></div><div><div>Land -- Forest Plains</div><div>({T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                    | <div><div><div>Temple Garden</div></div><div><div>Land -- Forest Plains</div><div>({T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                              |
| <div><div><div>Temple Garden</div></div><div><div>Land -- Forest Plains</div><div>({T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                             | <div><div><div>Thalia, Guardian of Thraben</div><div><div>1</div><div>W</div></div></div><div><div>Legendary Creature -- Human Soldier</div><div>First strike<br/>Noncreature spells cost {1} more to cast.</div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Thalia, Guardian of Thraben</div><div><div>1</div><div>W</div></div></div><div><div>Legendary Creature -- Human Soldier</div><div>First strike<br/>Noncreature spells cost {1} more to cast.</div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Virtue of Loyalty</div><div><div>3</div><div>W</div><div>W</div></div></div><div><div>Enchantment</div><div>At the beginning of your end step, put a +1/+1 counter on each creature you control. Untap those creatures.</div><div>----- ADVENTURE -----</div><div><div>Ardenvale Fealty</div><div><div>1</div><div>W</div></div></div><div><div>Instant -- Adventure</div><div>Create a 2/2 white Knight creature token with vigilance. (Then exile this card. You may cast the enchantment later from exile.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |

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| <div><div>Werefox Bodyguard</div><div><div>1</div><div>W</div><div>W</div></div></div> <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</div><div><div>1</div><div>W</div><div>W</div></div></div> <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</div><div><div>1</div><div>W</div><div>W</div></div></div> <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</div><div><div>1</div><div>W</div><div>W</div></div></div> <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>Brutal Cathar</div><div><div>2</div><div>W</div></div></div> <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.)<br/><br/>[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</div><div><div>2</div><div>W</div></div></div> <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.)<br/><br/>[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</div><div><div>2</div><div>W</div></div></div> <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.)<br/><br/>[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</div><div><div>2</div><div>W</div></div></div> <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.)<br/><br/>[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>Elite Spellbinder</div> <div>2W</div> <div>Creature -- Human Cleric</div> <div>Flying</div> <div>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>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Elite Spellbinder</div> <div>2W</div> <div>Creature -- Human Cleric</div> <div>Flying</div> <div>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>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>         | <div>Get Lost</div> <div>1W</div> <div>Instant</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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                        | <div>Get Lost</div> <div>1W</div> <div>Instant</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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Get Lost</div> <div>1W</div> <div>Instant</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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                | <div>Guardian of Faith</div> <div>1WW</div> <div>Creature -- Spirit Knight</div> <div>Flash</div> <div>Vigilance</div> <div>When this creature enters, any number of other target creatures you control phase out. (Treat them and anything attached to them as though they don't exist until their controller's next turn.)</div> <div>[sideboard]</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Guardian of Faith</div> <div>1WW</div> <div>Creature -- Spirit Knight</div> <div>Flash</div> <div>Vigilance</div> <div>When this creature enters, any number of other target creatures you control phase out. (Treat them and anything attached to them as though they don't exist until their controller's next turn.)</div> <div>[sideboard]</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Portable Hole</div> <div>W</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                  |

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| <div> <b>Thalia, Guardian of Thraben</b> <span>1</span> <span>W</span> </div> <div>           Legendary Creature -- Human Soldier         </div> <div>           First strike<br/>           Noncreature spells cost {1} more to cast.         </div> <div>           [sideboard]         </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Unlicensed Hearse</b> <span>2</span> </div> <div>           Artifact -- Vehicle         </div> <div>           {T}: Exile up to two target cards from a single graveyard.<br/>           Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.<br/>           Crew 2         </div> <div>           [sideboard]         </div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Unlicensed Hearse</b> <span>2</span> </div> <div>           Artifact -- Vehicle         </div> <div>           {T}: Exile up to two target cards from a single graveyard.<br/>           Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.<br/>           Crew 2         </div> <div>           [sideboard]         </div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |  |
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