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| <div><div><div><b>Boseiju, Who Endures</b></div><div>Legendary Land</div><div><div><div>{T}: Add {G}.</div><div>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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Branchloft Pathway</b></div><div>Land</div><div><div><div>{T}: Add {G}.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                        | <div><div><div><b>Branchloft Pathway</b></div><div>Land</div><div><div><div>{T}: Add {G}.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                        | <div><div><div><b>Branchloft Pathway</b></div><div>Land</div><div><div><div>{T}: Add {G}.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                        |
| <div><div><div><b>Branchloft Pathway</b></div><div>Land</div><div><div><div>{T}: Add {G}.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                   | <div><div><div><b>Brushland</b></div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {G} or {W}. This land deals 1 damage to you.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Brushland</b></div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {G} or {W}. This land deals 1 damage to you.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Brushland</b></div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {G} or {W}. This land deals 1 damage to you.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

## Land

{T}: Add {C}.  
{T}: Add {G} or {W}. This land deals  
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Creature -- Human Noble

When this creature enters, choose one --

- \* Scry 2.
- \* You gain 3 life.
- \* Exile another target creature you own. Return it to the battlefield under your control at the beginning of the next end step.

2/2

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① ② W

Creature -- Human Noble

When this creature enters, choose one --

- \* Scry 2.
- \* You gain 3 life.
- \* Exile another target creature you own. Return it to the battlefield under your control at the beginning of the next end step.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G

Instant

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G

Instant

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G

Instant

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G

Instant

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.

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② ② W

Legendary Creature -- Human Scout

Creatures you control with power 2 or less can't be blocked by creatures with power 3 or greater. If a triggered ability of a creature you control with power 2 or less triggers, that ability triggers an additional time.

2/2

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| <b>Delney, Streetwise Lookout</b> (2)(W)<br>Legendary Creature -- Human Scout<br>Creatures you control with power 2 or less can't be blocked by creatures with power 3 or greater. If a triggered ability of a creature you control with power 2 or less triggers, that ability triggers an additional time.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <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></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Elvish Mystic</b> (G)<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> (G)<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> (G)<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> (G)<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> (1)(W)(W)<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> (1)(W)(W)<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 |

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| <div><div>Enduring Innocence</div><div><div>1</div><div>W</div><div>W</div></div><div>Enchantment Creature -- Sheep Glimmer</div><div>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.)</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Enduring Innocence</div><div><div>1</div><div>W</div><div>W</div></div><div>Enchantment Creature -- Sheep Glimmer</div><div>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.)</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fortune, Loyal Steed</div><div><div>2</div><div>W</div></div><div>Legendary Creature -- Beast Mount</div><div>When Fortune enters, scry 2.<br/>Whenever Fortune attacks while saddled, at end of combat, exile it and up to one creature that saddled it this turn, then return those cards to the battlefield under their owner's control.<br/>Saddle 1</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hushwood Verge</div><div></div><div>Land</div><div>{T}: Add {G}.<br/>{T}: Add {W}. Activate only if you control a Forest or a Plains.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 |
| <div><div>Hushwood Verge</div><div></div><div>Land</div><div>{T}: Add {G}.<br/>{T}: Add {W}. Activate only if you control a Forest or a Plains.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                        | <div><div>Hushwood Verge</div><div></div><div>Land</div><div>{T}: Add {G}.<br/>{T}: Add {W}. Activate only if you control a Forest or a Plains.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                        | <div><div>Hushwood Verge</div><div></div><div>Land</div><div>{T}: Add {G}.<br/>{T}: Add {W}. Activate only if you control a Forest or a Plains.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                       | <div><div>Keen-Eyed Curator</div><div><div>G</div><div>G</div></div><div>Creature -- Raccoon Scout</div><div>As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.<br/>{1}: Exile target card from a graveyard.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Llanowar Elves</div><div><div>G</div></div></div><div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div><div>1/1</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                      | <div><div><div>Parting Gust</div><div><div>W</div><div>W</div></div></div><div><div>Instant</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.)<br/>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>1/1</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Parting Gust</div><div><div>W</div><div>W</div></div></div><div><div>Instant</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.)<br/>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>1/1</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Parting Gust</div><div><div>W</div><div>W</div></div></div><div><div>Instant</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.)<br/>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>1/1</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Parting Gust</div><div><div>W</div><div>W</div></div></div> <div><div>Instant</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.)<br/>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 PLAY</div><div>botbox.dev</div></div> | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                          | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                          | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                          |
| <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                     | <div><div>Prosperous Innkeeper</div><div><div>1</div><div>6</div></div></div> <div><div>Creature -- Halfling Citizen</div><div>When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")<br/>Whenever another creature you control enters, you gain 1 life.</div><div><div>1/1</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Prosperous Innkeeper</div><div><div>1</div><div>6</div></div></div> <div><div>Creature -- Halfling Citizen</div><div>When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")<br/>Whenever another creature you control enters, you gain 1 life.</div><div><div>1/1</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Prosperous Innkeeper</div><div><div>1</div><div>6</div></div></div> <div><div>Creature -- Halfling Citizen</div><div>When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")<br/>Whenever another creature you control enters, you gain 1 life.</div><div><div>1/1</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div><div>Prosperous Innkeeper</div><div>16</div></div><div>Creature -- Halfling Citizen</div><div>When this creature enters, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)<br/>Whenever another creature you control enters, you gain 1 life.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Razorverge Thicket</div></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><div>Razorverge Thicket</div></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><div>Razorverge Thicket</div></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><div>Razorverge Thicket</div></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><div>Restless Prairie</div></div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {G} or {W}.<br/>{2}{G}{W}: This land becomes a 3/3 green and white Llama creature until end of turn. It's still a land. Whenever this land attacks, other creatures you control get +1/+1 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Restless Prairie</div></div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {G} or {W}.<br/>{2}{G}{W}: This land becomes a 3/3 green and white Llama creature until end of turn. It's still a land. Whenever this land attacks, other creatures you control get +1/+1 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Restless Prairie</div></div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {G} or {W}.<br/>{2}{G}{W}: This land becomes a 3/3 green and white Llama creature until end of turn. It's still a land. Whenever this land attacks, other creatures you control get +1/+1 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Restless Prairie</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {G} or {W}.</p> <p>{2}{G}{W}: This land becomes a 3/3 green and white Llama creature until end of turn. It's still a land.</p> <p>Whenever this land attacks, other creatures you control get +1/+1 until end of turn.</p> </div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> | <div> <div>Sanguine Evangelist 2W</div> <div>Creature -- Vampire Cleric</div> <div> <p>Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)</p> <p>When this creature enters or dies, create a 1/1 black Bat creature token with flying.</p> </div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div>                                                                                        | <div> <div>Sanguine Evangelist 2W</div> <div>Creature -- Vampire Cleric</div> <div> <p>Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)</p> <p>When this creature enters or dies, create a 1/1 black Bat creature token with flying.</p> </div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div>                                                                                        | <div> <div>Sanguine Evangelist 2W</div> <div>Creature -- Vampire Cleric</div> <div> <p>Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)</p> <p>When this creature enters or dies, create a 1/1 black Bat creature token with flying.</p> </div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div>                                                                                        |
| <div> <div>Sanguine Evangelist 2W</div> <div>Creature -- Vampire Cleric</div> <div> <p>Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)</p> <p>When this creature enters or dies, create a 1/1 black Bat creature token with flying.</p> </div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div>                               | <div> <div>Skyclave Apparition 1WW</div> <div>Creature -- Kor Spirit</div> <div> <p>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.</p> <p>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.</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> | <div> <div>Skyclave Apparition 1WW</div> <div>Creature -- Kor Spirit</div> <div> <p>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.</p> <p>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.</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> | <div> <div>Skyclave Apparition 1WW</div> <div>Creature -- Kor Spirit</div> <div> <p>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.</p> <p>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.</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> |

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| <div> <div> Skyclave Apparition 1WW </div> <div> Creature -- Kor Spirit </div> <div> <p>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.</p> <p>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.</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Temple Garden </div> <div> Land -- Forest Plains </div> <div> <p>{T}: Add {G} or {W}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                                                                                                                              | <div> <div> Temple Garden </div> <div> Land -- Forest Plains </div> <div> <p>{T}: Add {G} or {W}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                                                                                                                              | <div> <div> Temple Garden </div> <div> Land -- Forest Plains </div> <div> <p>{T}: Add {G} or {W}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                                                                                                                              |
| <div> <div> Temple Garden </div> <div> Land -- Forest Plains </div> <div> <p>{T}: Add {G} or {W}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                                     | <div> <div> The Wandering Emperor 2WW </div> <div> Legendary Planeswalker </div> <div> <p>Flash</p> <p>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.</p> <p>[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.</p> <p>[-1]: Create a 2/2 white Samurai creature token with vigilance.</p> <p>[-2]: Exile target tapped creature. You gain 2 life.</p> </div> <div> <div>L 3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> The Wandering Emperor 2WW </div> <div> Legendary Planeswalker </div> <div> <p>Flash</p> <p>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.</p> <p>[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.</p> <p>[-1]: Create a 2/2 white Samurai creature token with vigilance.</p> <p>[-2]: Exile target tapped creature. You gain 2 life.</p> </div> <div> <div>L 3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> The Wandering Emperor 2WW </div> <div> Legendary Planeswalker </div> <div> <p>Flash</p> <p>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.</p> <p>[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.</p> <p>[-1]: Create a 2/2 white Samurai creature token with vigilance.</p> <p>[-2]: Exile target tapped creature. You gain 2 life.</p> </div> <div> <div>L 3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |

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| <div><div><div>The Wandering Emperor (2)(W)(W)</div><div>Legendary Planeswalker</div><div>Flash<br/>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.<br/>[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.<br/>[-1]: Create a 2/2 white Samurai creature token with vigilance.<br/>[-2]: Exile target tapped creature. You gain 2 life.</div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Toby, Beastie Befriender (2)(W)</div><div>Legendary Creature -- Human Wizard</div><div>When Toby enters, create a 4/4 white Beast creature token with "This token can't attack or block alone."<br/>As long as you control four or more creature tokens, creature tokens you control have flying.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>      | <div><div><div>Toby, Beastie Befriender (2)(W)</div><div>Legendary Creature -- Human Wizard</div><div>When Toby enters, create a 4/4 white Beast creature token with "This token can't attack or block alone."<br/>As long as you control four or more creature tokens, creature tokens you control have flying.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></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><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><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><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><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>                                        |

3 (W/U) (W/U)

Companion -- Your starting deck contains at least twenty cards more than the minimum deck size. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)

**Flying**  
When Yorion enters, exile any number of other nonland permanents you own and control. Return those cards to the battlefield at the beginning of the next end step.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

Flying  
Each player can't cast more than one  
spell each turn.  
Nonbasic lands your opponents  
control enter tapped.

[sidebar]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑤

Flying  
Each player can't cast more than one spell each turn.  
Nonbasic lands your opponents control enter tapped.

[sidebar]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑤

Flying  
Each player can't cast more than one spell each turn.  
Nonbasic lands your opponents control enter tapped.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

Flying  
Each player can't cast more than one  
spell each turn.  
Nonbasic lands your opponents  
control enter tapped.

[sidebar]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

Flash  
Flying  
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.)  
Spells your opponents cast from  
graveyards or from exile cost {2}  
more to cast.

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[sideboard]
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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

Flash  
Flying  
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.)  
Spells your opponents cast from graveyards or from exile cost {2} more to cast.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

Flash  
Flying  
when this creature enters, exile  
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(Its owner may cast it as a sorcery  
on a later turn without paying its  
mana cost.)  
Spells your opponents cast from  
graveyards or from exile cost {2}  
more to cast.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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>[sideboard]</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Knight of Autumn</div><div><div>1</div><div>G</div><div>W</div></div></div><div><div>Creature -- Dryad Knight</div><div>When this creature enters, choose one --<br/>* Put two +1/+1 counters on this creature.<br/>* Destroy target artifact or enchantment.<br/>* You gain 4 life.</div><div>[sideboard]</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Knight of Autumn</div><div><div>1</div><div>G</div><div>W</div></div></div><div><div>Creature -- Dryad Knight</div><div>When this creature enters, choose one --<br/>* Put two +1/+1 counters on this creature.<br/>* Destroy target artifact or enchantment.<br/>* You gain 4 life.</div><div>[sideboard]</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Portable Hole</div><div><div>W</div></div></div><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>4/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                  |
| <div><div><div>Portable Hole</div><div><div>W</div></div></div><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></div></div>                                                                                                                                                                             | <div><div><div>Portable Hole</div><div><div>W</div></div></div><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></div></div>                                                                             | <div><div><div>Portable Hole</div><div><div>W</div></div></div><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></div></div>                                                                             | <div><div><div>Yorion, Sky Nomad</div><div><div>3</div><div>W/U</div><div>W/U</div></div></div><div><div>Legendary Creature -- Bird Serpent</div><div>Companion -- Your starting deck contains at least twenty cards more than the minimum deck size. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)<br/>Flying<br/>When Yorion enters, exile any number of other nonland permanents you own and control. Return those cards to the battlefield at the beginning of the next end step.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |