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| <div> <div>Auriok Champion</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>Protection from black and from red</div> <div>Whenever another creature enters,</div> <div>you may gain 1 life.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                              | <div> <div>Batterskull</div> <div> <div>5</div> </div> </div> <div> <div>Artifact -- Equipment</div> <div> <div>Living weapon (When this Equipment</div> <div>enters, create a 0/0 black Phyrexian</div> <div>Germ creature token, then attach</div> <div>this to it.)</div> <div>Equipped creature gets +4/+4 and has</div> <div>vigilance and lifelink.</div> <div>{3}: Return this Equipment to its</div> <div>owner's hand.</div> <div>Equip {5}</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Breeding Pool</div> </div> <div> <div>Land -- Forest Island</div> <div> <div>{T}: Add {G} or {U}.)</div> <div>As this land enters, you may pay 2</div> <div>life. If you don't, it enters</div> <div>tapped.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                      | <div> <div>Breeding Pool</div> </div> <div> <div>Land -- Forest Island</div> <div> <div>{T}: Add {G} or {U}.)</div> <div>As this land enters, you may pay 2</div> <div>life. If you don't, it enters</div> <div>tapped.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                      |
| <div> <div>Collected Company</div> <div> <div>3</div> <div>6</div> </div> </div> <div> <div>Instant</div> <div> <div>Look at the top six cards of your</div> <div>library. Put up to two creature</div> <div>cards with mana value 3 or less from</div> <div>among them onto the battlefield. Put</div> <div>the rest on the bottom of your</div> <div>library in any order.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Collected Company</div> <div> <div>3</div> <div>6</div> </div> </div> <div> <div>Instant</div> <div> <div>Look at the top six cards of your</div> <div>library. Put up to two creature</div> <div>cards with mana value 3 or less from</div> <div>among them onto the battlefield. Put</div> <div>the rest on the bottom of your</div> <div>library in any order.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                         | <div> <div>Collected Company</div> <div> <div>3</div> <div>6</div> </div> </div> <div> <div>Instant</div> <div> <div>Look at the top six cards of your</div> <div>library. Put up to two creature</div> <div>cards with mana value 3 or less from</div> <div>among them onto the battlefield. Put</div> <div>the rest on the bottom of your</div> <div>library in any order.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Collected Company</div> <div> <div>3</div> <div>6</div> </div> </div> <div> <div>Instant</div> <div> <div>Look at the top six cards of your</div> <div>library. Put up to two creature</div> <div>cards with mana value 3 or less from</div> <div>among them onto the battlefield. Put</div> <div>the rest on the bottom of your</div> <div>library in any order.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div><div>Field of Ruin</div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land:<br/>Destroy target nonbasic land an<br/>opponent controls. Each player<br/>searches their library for a basic<br/>land card, puts it onto the<br/>battlefield, then shuffles.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Field of Ruin</div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land:<br/>Destroy target nonbasic land an<br/>opponent controls. Each player<br/>searches their library for a basic<br/>land card, puts it onto the<br/>battlefield, then shuffles.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Field of Ruin</div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land:<br/>Destroy target nonbasic land an<br/>opponent controls. Each player<br/>searches their library for a basic<br/>land card, puts it onto the<br/>battlefield, then shuffles.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           | <div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this<br/>land: Search your library for a<br/>Plains or Island card, put it onto<br/>the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                           |
| <div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this<br/>land: Search your library for a<br/>Plains or Island card, put it onto<br/>the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                 | <div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this<br/>land: Search your library for a<br/>Plains or Island card, put it onto<br/>the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                 | <div><div>Force of Negation</div><div>Instant</div><div>If it's not your turn, you may exile<br/>a blue card from your hand rather<br/>than pay this spell's mana cost.<br/>Counter target noncreature spell. If<br/>that spell is countered this way,<br/>exile it instead of putting it into<br/>its owner's graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Force of Negation</div><div>Instant</div><div>If it's not your turn, you may exile<br/>a blue card from your hand rather<br/>than pay this spell's mana cost.<br/>Counter target noncreature spell. If<br/>that spell is countered this way,<br/>exile it instead of putting it into<br/>its owner's graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

① U U

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

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

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W

{T}: Another target creature you control gains protection from colorless or from the color of your choice until end of turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

{T}: Another target creature you control gains protection from colorless or from the color of your choice until end of turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Plains Island

( $\{T\}$ : Add  $\{W\}$  or  $\{U\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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## Land -- Plains Island

( $\{T\}$ : Add  $\{W\}$  or  $\{U\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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② ② W

Legendary Enchantment Creature -- God

Indestructible  
As long as your devotion to white is less than five, Heliod isn't a creature.  
Whenever you gain life, put a +1/+1 counter on target creature or enchantment you control.  
{1}{W}: Another target creature gains lifelink until end of turn.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G U**

Snow Creature -- Snake

Flash  
Flying  
When this creature enters, draw a card.  
This creature has deathtouch as long as you control at least three other snow permanents.

1/1

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| <div><div><div>Ice-Fang Coat1</div><div><div>G</div><div>U</div></div></div><div>Snow Creature -- Snake</div><div>Flash<br/>Flying<br/>When this creature enters, draw a card.<br/>This creature has deathtouch as long as you control at least three other snow permanents.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ice-Fang Coat1</div><div><div>G</div><div>U</div></div></div><div>Snow Creature -- Snake</div><div>Flash<br/>Flying<br/>When this creature enters, draw a card.<br/>This creature has deathtouch as long as you control at least three other snow permanents.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ice-Fang Coat1</div><div><div>G</div><div>U</div></div></div><div>Snow Creature -- Snake</div><div>Flash<br/>Flying<br/>When this creature enters, draw a card.<br/>This creature has deathtouch as long as you control at least three other snow permanents.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Misty Rainforest</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                          |
| <div><div><div>Misty Rainforest</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                           | <div><div><div>Noble Hierarchy</div><div><div>G</div></div></div><div>Creature -- Human Druid</div><div>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br/>{T}: Add {G}, {W}, or {U}.</div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                  | <div><div><div>Noble Hierarchy</div><div><div>G</div></div></div><div>Creature -- Human Druid</div><div>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br/>{T}: Add {G}, {W}, or {U}.</div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                  | <div><div><div>Noble Hierarchy</div><div><div>G</div></div></div><div>Creature -- Human Druid</div><div>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br/>{T}: Add {G}, {W}, or {U}.</div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <p><b>Noble Hierarchy</b> (G)</p> <p>Creature -- Human Druid</p> <p>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br/>{T}: Add {G}, {W}, or {U}.</p> <p>0/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                             | <p><b>Path to Exile</b> (W)</p> <p>Instant</p> <p>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                               | <p><b>Path to Exile</b> (W)</p> <p>Instant</p> <p>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                     | <p><b>Ranger-Captain of Eos</b> (1)(W)(W)</p> <p>Creature -- Human Soldier Ranger</p> <p>When this creature enters, you may search your library for a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.<br/>Sacrifice this creature: Your opponents can't cast noncreature spells this turn.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                       |
| <p><b>Ranger-Captain of Eos</b> (1)(W)(W)</p> <p>Creature -- Human Soldier Ranger</p> <p>When this creature enters, you may search your library for a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.<br/>Sacrifice this creature: Your opponents can't cast noncreature spells this turn.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Ranger-Captain of Eos</b> (1)(W)(W)</p> <p>Creature -- Human Soldier Ranger</p> <p>When this creature enters, you may search your library for a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.<br/>Sacrifice this creature: Your opponents can't cast noncreature spells this turn.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Skyclave Apparition</b> (1)(W)(W)</p> <p>Creature -- Kor Spirit</p> <p>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.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Skyclave Apparition</b> (1)(W)(W)</p> <p>Creature -- Kor Spirit</p> <p>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.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <b>Skyclave Apparition</b> ①①①<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> ①①①<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>Snow-Covered Forest</b><br>Basic Snow Land -- Forest<br>({T}: Add {G}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                           | <b>Snow-Covered Island</b><br>Basic Snow Land -- Island<br>({T}: Add {U}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                           |
| <b>Snow-Covered Plains</b><br>Basic Snow Land -- Plains<br>({T}: Add {W}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                             | <b>Snow-Covered Plains</b><br>Basic Snow Land -- Plains<br>({T}: Add {W}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                             | <b>Soulherder</b> ①①①<br>Creature -- Spirit<br>Whenever a creature is exiled from the battlefield, put a +1/+1 counter on this creature.<br>At the beginning of your end step, you may exile another target creature you control, then return that card to the battlefield under its owner's control.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Soulherder</b> ①①①<br>Creature -- Spirit<br>Whenever a creature is exiled from the battlefield, put a +1/+1 counter on this creature.<br>At the beginning of your end step, you may exile another target creature you control, then return that card to the battlefield under its owner's control.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <b>Soulherder</b> 1WU<br>Creature -- Spirit<br>Whenever a creature is exiled from the battlefield, put a +1/+1 counter on this creature.<br>At the beginning of your end step, you may exile another target creature you control, then return that card to the battlefield under its owner's control.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Stoneforge Mystic</b> 1W<br>Creature -- Kor Artificer<br>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.<br>1/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Stoneforge Mystic</b> 1W<br>Creature -- Kor Artificer<br>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.<br>1/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Sword of Fire and Ice</b> 3<br>Artifact -- Equipment<br>Equipped creature gets +2/+2 and has protection from red and from blue.<br>Whenever equipped creature deals combat damage to a player, this Equipment deals 2 damage to any target and you draw a card.<br>Equip {2}<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>Uro, Titan of Nature's Wrath</b> 1GU<br>Legendary Creature -- Elder Giant<br>When Uro enters, sacrifice it unless it escaped.<br>Whenever Uro enters or attacks, you gain 3 life and draw a card, then you may put a land card from your hand onto the battlefield.<br>Escape--{G}{G}{U}{U}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)<br>6/6<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div>Walking Ballista</div> <div> <div>X</div> <div>X</div> </div> <div>Artifact Creature -- Construct</div> <div> <p>This creature enters with X +1/+1 counters on it.</p> <p>{4}: Put a +1/+1 counter on this creature.</p> <p>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</p> </div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Windswept Heath</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                       | <div>Windswept Heath</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                             | <div>Windswept Heath</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                             |
| <div>Aether Gust</div> <div> <div>1</div> <div>U</div> </div> <div>Instant</div> <div> <p>Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                 | <div>Aether Gust</div> <div> <div>1</div> <div>U</div> </div> <div>Instant</div> <div> <p>Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Auriok Champion</div> <div> <div>W</div> <div>W</div> </div> <div>Creature -- Human Cleric</div> <div> <p>Protection from black and from red</p> <p>Whenever another creature enters, you may gain 1 life.</p> <p>[sideboard]</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Auriok Champion</div> <div> <div>W</div> <div>W</div> </div> <div>Creature -- Human Cleric</div> <div> <p>Protection from black and from red</p> <p>Whenever another creature enters, you may gain 1 life.</p> <p>[sideboard]</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

Playtest cards - ittoku1 - Modern (Modern League)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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

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| <b>Auriok Champion</b> (W)(W)<br>Creature -- Human Cleric<br>Protection from black and from red<br>Whenever another creature enters,<br>you may gain 1 life.<br>[sideboard]<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                         | <b>Emrakul, the Aeons Torn</b> (15)<br>Legendary Creature -- Eldrazi<br>This spell can't be countered.<br>When you cast this spell, take an<br>extra turn after this one.<br>Flying, protection from spells that<br>are one or more colors, annihilator<br>6<br>When Emrakul is put into a graveyard<br>from anywhere, its owner shuffles<br>their graveyard into their library.<br>[sideboard]<br><div>15/15</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Heliod, Sun-Crowned</b> (2)(W)<br>Legendary Enchantment Creature -- God<br>Indestructible<br>As long as your devotion to white is<br>less than five, Heliod isn't a<br>creature.<br>Whenever you gain life, put a +1/+1<br>counter on target creature or<br>enchantment you control.<br>{1}{W}: Another target creature<br>gains lifelink until end of turn.<br>[sideboard]<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Heliod, Sun-Crowned</b> (2)(W)<br>Legendary Enchantment Creature -- God<br>Indestructible<br>As long as your devotion to white is<br>less than five, Heliod isn't a<br>creature.<br>Whenever you gain life, put a +1/+1<br>counter on target creature or<br>enchantment you control.<br>{1}{W}: Another target creature<br>gains lifelink until end of turn.<br>[sideboard]<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Surgical Extraction</b> (BP)<br>Instant<br>({B/P} can be paid with either {B}<br>or 2 life.)<br>Choose target card in a graveyard<br>other than a basic land card. Search<br>its owner's graveyard, hand, and<br>library for any number of cards with<br>the same name as that card and exile<br>them. Then that player shuffles.<br>[sideboard]<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Surgical Extraction</b> (BP)<br>Instant<br>({B/P} can be paid with either {B}<br>or 2 life.)<br>Choose target card in a graveyard<br>other than a basic land card. Search<br>its owner's graveyard, hand, and<br>library for any number of cards with<br>the same name as that card and exile<br>them. Then that player shuffles.<br>[sideboard]<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                               | <b>Teferi, Time Raveler</b> (1)(W)(U)<br>Legendary Planeswalker -- Teferi<br>Each opponent can cast spells only<br>any time they could cast a sorcery.<br>[+1]: Until your next turn, you may<br>cast sorcery spells as though they<br>had flash.<br>[-3]: Return up to one target<br>artifact, creature, or enchantment<br>to its owner's hand. Draw a card.<br>[sideboard]<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev   | <b>Teferi, Time Raveler</b> (1)(W)(U)<br>Legendary Planeswalker -- Teferi<br>Each opponent can cast spells only<br>any time they could cast a sorcery.<br>[+1]: Until your next turn, you may<br>cast sorcery spells as though they<br>had flash.<br>[-3]: Return up to one target<br>artifact, creature, or enchantment<br>to its owner's hand. Draw a card.<br>[sideboard]<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev   |

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| <div> <div>Veil of Summer</div> <div> <div>Instant</div> <div> <p>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Walking Ballista</div> <div> <div>Artifact Creature -- Construct</div> <div> <p>This creature enters with X +1/+1 counters on it.</p> <p>{4}: Put a +1/+1 counter on this creature.</p> <p>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</p> <p>[sideboard]</p> </div> </div> <div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Walking Ballista</div> <div> <div>Artifact Creature -- Construct</div> <div> <p>This creature enters with X +1/+1 counters on it.</p> <p>{4}: Put a +1/+1 counter on this creature.</p> <p>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</p> <p>[sideboard]</p> </div> </div> <div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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