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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>Brushland</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {G} or {W}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                              | <div>Collected Company</div> <div>Instant</div> <div>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                  | <div>Collected Company</div> <div>Instant</div> <div>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                             | <div>Collected Company</div> <div>Instant</div> <div>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                 |
| <div>Collected Company</div> <div>Instant</div> <div>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Dromoka's Command</div> <div>Instant</div> <div>Choose two --</div> <div>* Prevent all damage target instant or sorcery spell would deal this turn.</div> <div>* Target player sacrifices an enchantment of their choice.</div> <div>* Put a +1/+1 counter on target creature.</div> <div>* Target creature you control fights target creature you don't control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Eiganjo, Seat of the Empire</div> <div>Legendary Land</div> <div>{T}: Add {W}.</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Elite Spellbinder</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>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div>Elite Spellbinder</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <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> <div> <div>3/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Elite Spellbinder</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <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> <div> <div>3/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Elvish Mystic</div> <div> <div>G</div> </div> </div> <div> <div>Creature -- Elf Druid</div> <div> <div>{T}: Add {G}.</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>Elvish Mystic</div> <div> <div>G</div> </div> </div> <div> <div>Creature -- Elf Druid</div> <div> <div>{T}: Add {G}.</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>Elvish Mystic</div> <div> <div>G</div> </div> </div> <div> <div>Creature -- Elf Druid</div> <div> <div>{T}: Add {G}.</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>Elvish Mystic</div> <div> <div>G</div> </div> </div> <div> <div>Creature -- Elf Druid</div> <div> <div>{T}: Add {G}.</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>Enduring Innocence</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment Creature -- Sheep Glimmer</div> <div> <div>Lifelink</div> <div>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)</div> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Enduring Innocence</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment Creature -- Sheep Glimmer</div> <div> <div>Lifelink</div> <div>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)</div> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div> <div> <b>Enduring Innocence</b> <div> <div>1</div> <div>W</div> <div>W</div> </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> <div>2/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Enduring Innocence</b> <div> <div>1</div> <div>W</div> <div>W</div> </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> <div>2/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Kellan, Daring Traveler</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Legendary Creature -- Human Faerie Scout         </div> <div>           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.         </div> <div> <div>2/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> <div> <div> <b>Journey On</b> <div> <div>G</div> </div> </div> <div>           Sorcery -- Adventure         </div> <div>           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.)         </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> </div> | <div> <div> <b>Kellan, Daring Traveler</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Legendary Creature -- Human Faerie Scout         </div> <div>           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.         </div> <div> <div>2/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> <div> <div> <b>Journey On</b> <div> <div>G</div> </div> </div> <div>           Sorcery -- Adventure         </div> <div>           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.)         </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> </div> |
| <div> <div> <b>Llanowar Elves</b> <div> <div>G</div> </div> </div> <div>           Creature -- Elf Druid         </div> <div>           {T}: Add {G}.         </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                     | <div> <div> <b>Llanowar Elves</b> <div> <div>G</div> </div> </div> <div>           Creature -- Elf Druid         </div> <div>           {T}: Add {G}.         </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                     | <div> <div> <b>Llanowar Elves</b> <div> <div>G</div> </div> </div> <div>           Creature -- Elf Druid         </div> <div>           {T}: Add {G}.         </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | <div> <div> <b>Llanowar Elves</b> <div> <div>G</div> </div> </div> <div>           Creature -- Elf Druid         </div> <div>           {T}: Add {G}.         </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |

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

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| <b>Skyclave Apparition</b> ①①W①W<br>Creature -- Kor Spirit<br>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Skyclave Apparition</b> ①①W①W<br>Creature -- Kor Spirit<br>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Skyclave Apparition</b> ①①W①W<br>Creature -- Kor Spirit<br>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Temple Garden</b><br>Land -- Forest Plains<br>({T}: Add {G} or {W}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped. <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Temple Garden</b><br>Land -- Forest Plains<br>({T}: Add {G} or {W}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped. <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                          | <b>Temple Garden</b><br>Land -- Forest Plains<br>({T}: Add {G} or {W}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped. <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                          | <b>Temple Garden</b><br>Land -- Forest Plains<br>({T}: Add {G} or {W}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped. <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                          | <b>Thalia, Guardian of Thraben</b> ①①W<br>Legendary Creature -- Human Soldier<br>First strike<br>Noncreature spells cost {1} more to cast. <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev          |

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| <div>Thalia, Guardian of Thraben (1)(W)</div> <div>Legendary Creature -- Human Soldier</div> <div>First strike<br/>Noncreature spells cost {1} more to cast.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thalia, Guardian of Thraben (1)(W)</div> <div>Legendary Creature -- Human Soldier</div> <div>First strike<br/>Noncreature spells cost {1} more to cast.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Virtue of Loyalty (3)(W)(W)</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>Ardenvale Fealty (1)(W)</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>Brutal Cathar</div> <div>Card</div> <div>[sideboard]</div> <div>----- OTHER FACE -----</div> <div>Brutal Cathar</div> <div>Card</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                        | <div>Brutal Cathar</div> <div>Card</div> <div>[sideboard]</div> <div>----- OTHER FACE -----</div> <div>Brutal Cathar</div> <div>Card</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                        | <div>Brutal Cathar</div> <div>Card</div> <div>[sideboard]</div> <div>----- OTHER FACE -----</div> <div>Brutal Cathar</div> <div>Card</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                          | <div>Dromoka's Command (G)(W)</div> <div>Instant</div> <div>Choose two --<br/>* Prevent all damage target instant or sorcery spell would deal this turn.<br/>* Target player sacrifices an enchantment of their choice.<br/>* Put a +1/+1 counter on target creature.<br/>* Target creature you control fights target creature you don't control.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div>Elite Spellbinder</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <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> <div> <div>3/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Gideon, Ally of Zendikar</div> <div> <div>2</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Legendary Planeswalker -- Gideon</div> <div> <div>[+1]: Until end of turn, Gideon becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.</div> <div>[0]: Create a 2/2 white Knight Ally creature token.</div> <div>[-4]: You get an emblem with "Creatures you control get +1/+1."</div> <div>[sideboard]</div> </div> <div> <div>L 4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                             | <div> <div>Gideon, Ally of Zendikar</div> <div> <div>2</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Legendary Planeswalker -- Gideon</div> <div> <div>[+1]: Until end of turn, Gideon becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.</div> <div>[0]: Create a 2/2 white Knight Ally creature token.</div> <div>[-4]: You get an emblem with "Creatures you control get +1/+1."</div> <div>[sideboard]</div> </div> <div> <div>L 4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Portable Hole</div> <div> <div>W</div> </div> </div> <div> <div>Artifact</div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                             |
| <div> <div>Portable Hole</div> <div> <div>W</div> </div> </div> <div> <div>Artifact</div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                          | <div> <div>The Wandering Emperor</div> <div> <div>2</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Legendary Planeswalker</div> <div> <div>Flash</div> <div>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.</div> <div>[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.</div> <div>[-1]: Create a 2/2 white Samurai creature token with vigilance.</div> <div>[-2]: Exile target tapped creature. You gain 2 life.</div> <div>[sideboard]</div> </div> <div> <div>L 3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Unlicensed Hearse</div> <div> <div>2</div> </div> </div> <div> <div>Artifact -- Vehicle</div> <div> <div>{T}: Exile up to two target cards from a single graveyard.</div> <div>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.</div> <div>Crew 2</div> <div>[sideboard]</div> </div> <div> <div>*/*</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                       | <div> <div>Unlicensed Hearse</div> <div> <div>2</div> </div> </div> <div> <div>Artifact -- Vehicle</div> <div> <div>{T}: Exile up to two target cards from a single graveyard.</div> <div>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.</div> <div>Crew 2</div> <div>[sideboard]</div> </div> <div> <div>*/*</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

Playtest cards - duke12 - Pioneer (Pioneer Challenge 64)

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 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div> <b>Werefox Bodyguard</b> <div> <div>1</div> <div>W</div> <div>W</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>           [sideboard]         </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Werefox Bodyguard</b> <div> <div>1</div> <div>W</div> <div>W</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>           [sideboard]         </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Werefox Bodyguard</b> <div> <div>1</div> <div>W</div> <div>W</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>           [sideboard]         </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> |  |
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