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| <div>Beza, the Bounding Spring (2)(W)(W)</div> <div>Legendary Creature -- Elemental Elk</div> <div>When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Beza, the Bounding Spring (2)(W)(W)</div> <div>Legendary Creature -- Elemental Elk</div> <div>When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Consult the Star Charts (1)(U)</div> <div>Instant</div> <div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/>Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Consult the Star Charts (1)(U)</div> <div>Instant</div> <div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/>Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Consult the Star Charts (1)(U)</div> <div>Instant</div> <div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/>Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>     | <div>Consult the Star Charts (1)(U)</div> <div>Instant</div> <div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/>Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>     | <div>Deserted Beach</div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                       | <div>Deserted Beach</div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                       |

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| <div>Deserted Beach</div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                              | <div>Dovin's Veto</div> <div>Instant</div> <div>This spell can't be countered.<br/>Counter target noncreature spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                              | <div>Dovin's Veto</div> <div>Instant</div> <div>This spell can't be countered.<br/>Counter target noncreature spell.</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}.<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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Elspeth, Storm Slayer</div> <div>Legendary Planeswalker -- Elspeth</div> <div>If one or more tokens would be created under your control, twice that many of those tokens are created instead.<br/>[+1]: Create a 1/1 white Soldier creature token.<br/>[0]: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn.<br/>[-3]: Destroy target creature an opponent controls with mana value 3 or greater.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Farewell</div> <div>Sorcery</div> <div>Choose one or more --<br/>* Exile all artifacts.<br/>* Exile all creatures.<br/>* Exile all enchantments.<br/>* Exile all graveyards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Field of Ruin</div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Field of Ruin</div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                   |

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| <div><div>Floodfarm Verge</div><div>Land</div><div><div><div>{T}: Add {W}.</div><div>{T}: Add {U}. Activate only if you control a Plains or an Island.</div></div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                          | <div><div>Floodfarm Verge</div><div>Land</div><div><div><div>{T}: Add {W}.</div><div>{T}: Add {U}. Activate only if you control a Plains or an Island.</div></div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                          | <div><div>Floodfarm Verge</div><div>Land</div><div><div><div>{T}: Add {W}.</div><div>{T}: Add {U}. Activate only if you control a Plains or an Island.</div></div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                      | <div><div>Floodfarm Verge</div><div>Land</div><div><div><div>{T}: Add {W}.</div><div>{T}: Add {U}. Activate only if you control a Plains or an Island.</div></div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                      |
| <div><div>Fountainport</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{2}, {T}, Sacrifice a token: Draw a card.</div><div>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.</div><div>{4}, {T}: Create a Treasure token.</div></div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Fountainport</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{2}, {T}, Sacrifice a token: Draw a card.</div><div>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.</div><div>{4}, {T}: Create a Treasure token.</div></div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Get Lost</div><div>Instant</div><div><div><div>1</div><div>W</div></div><div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Get Lost</div><div>Instant</div><div><div><div>1</div><div>W</div></div><div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Get Lost</div><div><div>1</div><div>W</div></div></div> <div><div>Instant</div><div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Hall of Storm Giants</div></div> <div><div>Land</div><div>If you control two or more other lands, this land enters tapped. {T}: Add {U}. {5}{U}: Until end of turn, this land becomes a 7/7 blue Giant creature with ward {3}. It's still a land. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Hallowed Fountain</div></div> <div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                              | <div><div>Hallowed Fountain</div></div> <div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                              |
| <div><div>Hallowed Fountain</div></div> <div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                          | <div><div>Hallowed Fountain</div></div> <div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                 | <div><div>High Noon</div><div><div>1</div><div>W</div></div></div> <div><div>Enchantment</div><div>Each player can't cast more than one spell each turn. {4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>High Noon</div><div><div>1</div><div>W</div></div></div> <div><div>Enchantment</div><div>Each player can't cast more than one spell each turn. {4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                              | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                              | <div><div>March of Otherworldly Light (X)(W)</div><div>Instant</div><div>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>March of Otherworldly Light (X)(W)</div><div>Instant</div><div>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>March of Otherworldly Light (X)(W)</div><div>Instant</div><div>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>March of Otherworldly Light (X)(W)</div><div>Instant</div><div>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                   | <div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                   |

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| <div><div>No More Lies</div><div><div>W</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                      | <div><div>No More Lies</div><div><div>W</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>No More Lies</div><div><div>W</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>No More Lies</div><div><div>W</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                         |
| <div><div>Otawara, Soaring City</div><div>Legendary Land</div></div> <div><div>{T}: Add {U}.<br/>Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Plains</div><div>Basic Land -- Plains</div></div> <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>Basic Land -- Plains</div></div> <div><div>( {T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                 | <div><div>Restless Anchorage</div><div>Land</div></div> <div><div>This land enters tapped.<br/>{T}: Add {W} or {U}.<br/>{1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.<br/>Whenever this land attacks, create a Map token.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div> <div>Restless Anchorage</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {W} or {U}.</p> <p>{1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.</p> <p>Whenever this land attacks, create a Map token.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                            | <div> <div>Supreme Verdict</div> <div>Sorcery</div> <div> <p>This spell can't be countered.</p> <p>Destroy all creatures.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                               | <div> <div>Supreme Verdict</div> <div>Sorcery</div> <div> <p>This spell can't be countered.</p> <p>Destroy all creatures.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                               | <div> <div>Teferi, Hero of Dominaria</div> <div> <div>Legendary Planeswalker -- Teferi</div> <div> <p>[+1]: Draw a card. At the beginning of the next end step, untap up to two lands.</p> <p>[-3]: Put target nonland permanent into its owner's library third from the top.</p> <p>[-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls."</p> </div> <div> <div>L 4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |
| <div> <div>Teferi, Hero of Dominaria</div> <div> <div>Legendary Planeswalker -- Teferi</div> <div> <p>[+1]: Draw a card. At the beginning of the next end step, untap up to two lands.</p> <p>[-3]: Put target nonland permanent into its owner's library third from the top.</p> <p>[-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls."</p> </div> <div> <div>L 4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Temporary Lockdown</div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Temporary Lockdown</div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Temporary Lockdown</div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                       |

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| <p><b>The Wandering Emperor</b> (2)(W)(W)</p> <p>Legendary Planeswalker</p> <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>L 3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>The Wandering Emperor</b> (2)(W)(W)</p> <p>Legendary Planeswalker</p> <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>L 3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>The Wandering Emperor</b> (2)(W)(W)</p> <p>Legendary Planeswalker</p> <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>L 3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Three Steps Ahead</b> (U)</p> <p>Instant</p> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1}{U} -- Counter target spell.</p> <p>+ {3} -- Create a token that's a copy of target artifact or creature you control.</p> <p>+ {2} -- Draw two cards, then discard a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                             |
| <p><b>Beza, the Bounding Spring</b> (2)(W)(W)</p> <p>Legendary Creature -- Elemental Elk</p> <p>When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.</p> <p>[sideboard]</p> <div>4/5</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                | <p><b>Beza, the Bounding Spring</b> (2)(W)(W)</p> <p>Legendary Creature -- Elemental Elk</p> <p>When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.</p> <p>[sideboard]</p> <div>4/5</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                | <p><b>Brimaz, King of Oreskos</b> (1)(W)(W)</p> <p>Legendary Creature -- Cat Soldier</p> <p>Vigilance</p> <p>Whenever Brimaz attacks, create a 1/1 white Cat Soldier creature token with vigilance that's attacking. Whenever Brimaz blocks a creature, create a 1/1 white Cat Soldier creature token with vigilance that's blocking that creature.</p> <p>[sideboard]</p> <div>3/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                | <p><b>Brimaz, King of Oreskos</b> (1)(W)(W)</p> <p>Legendary Creature -- Cat Soldier</p> <p>Vigilance</p> <p>Whenever Brimaz attacks, create a 1/1 white Cat Soldier creature token with vigilance that's attacking. Whenever Brimaz blocks a creature, create a 1/1 white Cat Soldier creature token with vigilance that's blocking that creature.</p> <p>[sideboard]</p> <div>3/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

Playtest cards - darg24 - Pioneer (Pioneer 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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| <div><div><div>Dovin's Veto</div><div><div>W</div><div>U</div></div></div><div><div>Instant</div><div>This spell can't be countered.<br/>Counter target noncreature spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                               | <div><div><div>Get Lost</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                  | <div><div><div>High Noon</div><div><div>1</div><div>W</div></div></div><div><div>Enchantment</div><div>Each player can't cast more than one spell each turn.<br/>{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                         | <div><div><div>Kaheera, the Orphanguard</div><div><div>1</div><div>G/W</div><div>G/W</div></div></div><div><div>Legendary Creature -- Cat Beast</div><div>Companion -- Each creature card in your starting deck is a Cat, Elemental, Nightmare, Dinosaur, or Beast card. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)<br/>Vigilance<br/>Each other creature you control that's a Cat, Elemental, Nightmare, Dinosaur, or Beast gets +1/+1 and has vigilance.</div><div>[sideboard]</div></div><div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Kutzil's Flanker</div><div><div>2</div><div>W</div></div></div><div><div>Creature -- Cat Warrior</div><div>Flash<br/>When this creature enters, choose one --<br/>* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.<br/>* You gain 2 life and scry 2.<br/>* Exile target player's graveyard.</div><div>[sideboard]</div></div><div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Regal Caracal</div><div><div>3</div><div>W</div><div>W</div></div></div><div><div>Creature -- Cat</div><div>Other Cats you control get +1/+1 and have lifelink. (Damage dealt by those creatures also causes you to gain that much life.)<br/>When this creature enters, create two 1/1 white Cat creature tokens with lifelink.</div><div>[sideboard]</div></div><div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Regal Caracal</div><div><div>3</div><div>W</div><div>W</div></div></div><div><div>Creature -- Cat</div><div>Other Cats you control get +1/+1 and have lifelink. (Damage dealt by those creatures also causes you to gain that much life.)<br/>When this creature enters, create two 1/1 white Cat creature tokens with lifelink.</div><div>[sideboard]</div></div><div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Rest in Peace</div><div><div>1</div><div>W</div></div></div><div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                             |

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| <div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile all graveyards.</p> <p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile all graveyards.</p> <p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Temporary Lockdown</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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Playtest cards - darg24 - Pioneer (Pioneer League)

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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 10/10 - 3 cards - 2.5 x 3.5 in each