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spell each turn.
Nonbasic lands your opponents
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2/3

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① W W

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When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)
Spells your opponents cast from graveyards or from exile cost {2} more to cast.

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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Branchloft Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Branchloft Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Branchloft Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Land

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

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3 G

Instant

Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.

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Instant

Choose two --

- * Prevent all damage target instant or sorcery spell would deal this turn.
- * Target player sacrifices an enchantment of their choice.
- * Put a +1/+1 counter on target creature.
- * Target creature you control fights target creature you don't control.

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Legendary Land

{T}: Add {W}.
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.

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Creature -- Human Cleric

Flying
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.

3/1

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Elite Spellbinder 2 W Creature -- Human Cleric Flying 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. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elite Spellbinder 2 W Creature -- Human Cleric Flying 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. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Mystic G Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Mystic G Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Elvish Mystic G Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Mystic G Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Innocence 1 W W Enchantment Creature -- Sheep Glimmer Lifelink 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.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Innocence 1 W W Enchantment Creature -- Sheep Glimmer Lifelink 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.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Llanowar Elves 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Elves 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Elves 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Elves 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Anointed Peacekeeper 2W Creature -- Human Cleric Vigilance As this creature enters, look at an opponent's hand, then choose any card name. Spells your opponents cast with the chosen name cost {2} more to cast. Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brutal Cathar Card [sideboard] ----- OTHER FACE ----- Brutal Cathar Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brutal Cathar Card [sideboard] ----- OTHER FACE ----- Brutal Cathar Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brutal Cathar Card [sideboard] ----- OTHER FACE ----- Brutal Cathar Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

G W

Choose two --

* Target player sacrifices an enchantment of their choice.

* Target creature you control fights target creature you don't control.

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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.

L 4

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2 W W

[+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.

```
[0]: Create a 2/2 white Knight Ally
creature token.
```

```
[-4]: You get an emblem with
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{T}: Exile up to two target cards from a single graveyard.

Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.

Crew 2

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