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| <div> <div>Adarkar Wastes</div> <div>Land</div> <div> {T}: Add {C}.<br/> {T}: Add {W} or {U}. This land deals 1 damage to you. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                                                                                                                  | <div> <div>Adarkar Wastes</div> <div>Land</div> <div> {T}: Add {C}.<br/> {T}: Add {W} or {U}. This land deals 1 damage to you. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                                                                                                                  | <div> <div>Adarkar Wastes</div> <div>Land</div> <div> {T}: Add {C}.<br/> {T}: Add {W} or {U}. This land deals 1 damage to you. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                                                                                                                  | <div> <div>Adarkar Wastes</div> <div>Land</div> <div> {T}: Add {C}.<br/> {T}: Add {W} or {U}. This land deals 1 damage to you. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                                                                                                                  |
| <div> <div>Enduring Innocence 1WW</div> <div>Enchantment Creature -- Sheep Glimmer</div> <div> Lifelink<br/> Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.<br/> When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) </div> <div> 2/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div>Enduring Innocence 1WW</div> <div>Enchantment Creature -- Sheep Glimmer</div> <div> Lifelink<br/> Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.<br/> When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) </div> <div> 2/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div>Enduring Innocence 1WW</div> <div>Enchantment Creature -- Sheep Glimmer</div> <div> Lifelink<br/> Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.<br/> When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) </div> <div> 2/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div>Enduring Innocence 1WW</div> <div>Enchantment Creature -- Sheep Glimmer</div> <div> Lifelink<br/> Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.<br/> When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) </div> <div> 2/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |

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| <div><div>Entity Tracker</div><div><div>2</div><div>U</div></div></div> <div><div>Creature -- Human Scout</div><div>Flash<br/>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, draw a card.</div><div><div>2/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Entity Tracker</div><div><div>2</div><div>U</div></div></div> <div><div>Creature -- Human Scout</div><div>Flash<br/>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, draw a card.</div><div><div>2/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Entity Tracker</div><div><div>2</div><div>U</div></div></div> <div><div>Creature -- Human Scout</div><div>Flash<br/>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, draw a card.</div><div><div>2/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Entity Tracker</div><div><div>2</div><div>U</div></div></div> <div><div>Creature -- Human Scout</div><div>Flash<br/>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, draw a card.</div><div><div>2/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Ethereal Armor</div><div><div>W</div></div></div> <div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 for each enchantment you control and has first strike.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                      | <div><div>Ethereal Armor</div><div><div>W</div></div></div> <div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 for each enchantment you control and has first strike.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                      | <div><div>Ethereal Armor</div><div><div>W</div></div></div> <div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 for each enchantment you control and has first strike.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                      | <div><div>Ethereal Armor</div><div><div>W</div></div></div> <div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 for each enchantment you control and has first strike.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                      |

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| <div><div><div>Fae Flight</div><div>Enchantment -- Aura</div><div>Flash<br/>Enchant creature<br/>When this Aura enters, enchanted creature gains hexproof until end of turn.<br/>Enchanted creature gets +1/+0 and has flying.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Fae Flight</div><div>Enchantment -- Aura</div><div>Flash<br/>Enchant creature<br/>When this Aura enters, enchanted creature gains hexproof until end of turn.<br/>Enchanted creature gets +1/+0 and has flying.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Fae Flight</div><div>Enchantment -- Aura</div><div>Flash<br/>Enchant creature<br/>When this Aura enters, enchanted creature gains hexproof until end of turn.<br/>Enchanted creature gets +1/+0 and has flying.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Fae Flight</div><div>Enchantment -- Aura</div><div>Flash<br/>Enchant creature<br/>When this Aura enters, enchanted creature gains hexproof until end of turn.<br/>Enchanted creature gets +1/+0 and has flying.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Floodfarm Verge</div><div>Land</div><div>{T}: Add {W}.<br/>{T}: Add {U}. Activate only if you control a Plains or an Island.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                    | <div><div><div>Floodfarm Verge</div><div>Land</div><div>{T}: Add {W}.<br/>{T}: Add {U}. Activate only if you control a Plains or an Island.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                    | <div><div><div>Floodfarm Verge</div><div>Land</div><div>{T}: Add {W}.<br/>{T}: Add {U}. Activate only if you control a Plains or an Island.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                    | <div><div><div>Floodfarm Verge</div><div>Land</div><div>{T}: Add {W}.<br/>{T}: Add {U}. Activate only if you control a Plains or an Island.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                    |

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| <b>Gremlin Tamer</b> <span>W</span> <span>U</span><br>Creature -- Human Scout<br>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 1/1 red Gremlin creature token.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Gremlin Tamer</b> <span>W</span> <span>U</span><br>Creature -- Human Scout<br>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 1/1 red Gremlin creature token.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Gremlin Tamer</b> <span>W</span> <span>U</span><br>Creature -- Human Scout<br>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 1/1 red Gremlin creature token.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Gremlin Tamer</b> <span>W</span> <span>U</span><br>Creature -- Human Scout<br>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 1/1 red Gremlin creature token.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Inquisitive Glimmer</b> <span>W</span> <span>U</span><br>Enchantment Creature -- Fox Glimmer<br>Enchantment spells you cast cost {1} less to cast.<br>Unlock costs you pay cost {1} less.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                        | <b>Inquisitive Glimmer</b> <span>W</span> <span>U</span><br>Enchantment Creature -- Fox Glimmer<br>Enchantment spells you cast cost {1} less to cast.<br>Unlock costs you pay cost {1} less.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                        | <b>Inquisitive Glimmer</b> <span>W</span> <span>U</span><br>Enchantment Creature -- Fox Glimmer<br>Enchantment spells you cast cost {1} less to cast.<br>Unlock costs you pay cost {1} less.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                        | <b>Inquisitive Glimmer</b> <span>W</span> <span>U</span><br>Enchantment Creature -- Fox Glimmer<br>Enchantment spells you cast cost {1} less to cast.<br>Unlock costs you pay cost {1} less.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                        |

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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>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>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Optimistic Scavenger</div><div> Creature -- Human Scout</div><div>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Optimistic Scavenger</div><div> Creature -- Human Scout</div><div>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Optimistic Scavenger</div><div> Creature -- Human Scout</div><div>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Optimistic Scavenger</div><div>W</div></div> <div><div>Creature -- Human Scout</div><div>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature.</div><div>1/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Ossification</div><div>1W</div></div> <div><div>Enchantment -- Aura</div><div>Enchant basic land you control<br/>When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Ossification</div><div>1W</div></div> <div><div>Enchantment -- Aura</div><div>Enchant basic land you control<br/>When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                              | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div>Seachrome Coast</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            | <div><div>Seachrome Coast</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            | <div><div>Seachrome Coast</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            | <div><div>Seachrome Coast</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            |
| <div><div>Shardmage's Rescue</div><div>Enchantment -- Aura</div><div>Flash<br/>Enchant creature you control<br/>As long as this Aura entered this turn, enchanted creature has hexproof.<br/>Enchanted creature gets +1/+1.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shardmage's Rescue</div><div>Enchantment -- Aura</div><div>Flash<br/>Enchant creature you control<br/>As long as this Aura entered this turn, enchanted creature has hexproof.<br/>Enchanted creature gets +1/+1.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shardmage's Rescue</div><div>Enchantment -- Aura</div><div>Flash<br/>Enchant creature you control<br/>As long as this Aura entered this turn, enchanted creature has hexproof.<br/>Enchanted creature gets +1/+1.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shardmage's Rescue</div><div>Enchantment -- Aura</div><div>Flash<br/>Enchant creature you control<br/>As long as this Aura entered this turn, enchanted creature has hexproof.<br/>Enchanted creature gets +1/+1.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Sheltered by Ghosts</div><div><div>1</div><div>W</div></div></div><div>Enchantment -- Aura</div><div>Enchant creature you control<br/>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br/>Enchanted creature gets +1/+0 and has lifelink and ward {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sheltered by Ghosts</div><div><div>1</div><div>W</div></div></div><div>Enchantment -- Aura</div><div>Enchant creature you control<br/>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br/>Enchanted creature gets +1/+0 and has lifelink and ward {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sheltered by Ghosts</div><div><div>1</div><div>W</div></div></div><div>Enchantment -- Aura</div><div>Enchant creature you control<br/>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br/>Enchanted creature gets +1/+0 and has lifelink and ward {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sheltered by Ghosts</div><div><div>1</div><div>W</div></div></div><div>Enchantment -- Aura</div><div>Enchant creature you control<br/>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br/>Enchanted creature gets +1/+0 and has lifelink and ward {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Destroy Evil</div><div><div>1</div><div>W</div></div></div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with toughness 4 or greater.<br/>* Destroy target enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                        | <div><div><div>Destroy Evil</div><div><div>1</div><div>W</div></div></div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with toughness 4 or greater.<br/>* Destroy target enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                        | <div><div><div>Destroy Evil</div><div><div>1</div><div>W</div></div></div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with toughness 4 or greater.<br/>* Destroy target enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                        | <div><div><div>Elspeth's Smite</div><div><div>W</div></div></div><div>Instant</div><div>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                           |

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| <div><div>Elspeth's Smite</div><div>Instant</div><div>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                   | <div><div>Elspeth's Smite</div><div>Instant</div><div>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                   | <div><div>Elspeth's Smite</div><div>Instant</div><div>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Kitnap</div><div>Enchantment -- Aura</div><div>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they draw a card.)</div><div>Enchant creature</div><div>When this Aura enters, tap enchanted creature. If the gift wasn't promised, put three stun counters on it.</div><div>You control enchanted creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Kitnap</div><div>Enchantment -- Aura</div><div>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they draw a card.)</div><div>Enchant creature</div><div>When this Aura enters, tap enchanted creature. If the gift wasn't promised, put three stun counters on it.</div><div>You control enchanted creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Kitnap</div><div>Enchantment -- Aura</div><div>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they draw a card.)</div><div>Enchant creature</div><div>When this Aura enters, tap enchanted creature. If the gift wasn't promised, put three stun counters on it.</div><div>You control enchanted creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Negate</div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                         | <div><div>Negate</div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                           |

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| <div> <div> Negate <div> <div>1</div> <div>U</div> </div> </div> <div> Instant </div> <div> Counter target noncreature spell.<br/><br/> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Ossification <div> <div>1</div> <div>W</div> </div> </div> <div> Enchantment -- Aura </div> <div> Enchant basic land you control<br/> When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield.<br/><br/> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Ossification <div> <div>1</div> <div>W</div> </div> </div> <div> Enchantment -- Aura </div> <div> Enchant basic land you control<br/> When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield.<br/><br/> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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# Playtest cards - Sebasgo1 - Standard (Standard 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 10/10 - 3 cards - 2.5 x 3.5 in each