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| <div><div>Adarkar Wastes</div><div>Land</div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                       | <div><div>Adarkar Wastes</div><div>Land</div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                       | <div><div>Adarkar Wastes</div><div>Land</div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                       | <div><div>Adeline, Resplendent Cathar<div>1WW</div></div><div>Legendary Creature -- Human Knight</div><div>Vigilance</div><div>Adeline's power is equal to the number of creatures you control. Whenever you attack, for each opponent, create a 1/1 white Human creature token that's tapped and attacking that player or a planeswalker they control.</div><div>*/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Adeline, Resplendent Cathar<div>1WW</div></div><div>Legendary Creature -- Human Knight</div><div>Vigilance</div><div>Adeline's power is equal to the number of creatures you control. Whenever you attack, for each opponent, create a 1/1 white Human creature token that's tapped and attacking that player or a planeswalker they control.</div><div>*/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Adeline, Resplendent Cathar<div>1WW</div></div><div>Legendary Creature -- Human Knight</div><div>Vigilance</div><div>Adeline's power is equal to the number of creatures you control. Whenever you attack, for each opponent, create a 1/1 white Human creature token that's tapped and attacking that player or a planeswalker they control.</div><div>*/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Adeline, Resplendent Cathar<div>1WW</div></div><div>Legendary Creature -- Human Knight</div><div>Vigilance</div><div>Adeline's power is equal to the number of creatures you control. Whenever you attack, for each opponent, create a 1/1 white Human creature token that's tapped and attacking that player or a planeswalker they control.</div><div>*/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Brutal Cathar</div><div>Card</div><div>----- OTHER FACE -----</div><div>Brutal Cathar</div><div>Card</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                        |

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| <div><div>Brutal Cathar</div><div>Card</div><div></div><div>----- OTHER FACE -----</div><div>Brutal Cathar</div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                      | <div><div>Brutal Cathar</div><div>Card</div><div></div><div>----- OTHER FACE -----</div><div>Brutal Cathar</div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                      | <div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             | <div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             |
| <div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Coppercoat Vanguard<div>1W</div></div><div>Creature -- Human Soldier</div><div>Each other Human you control gets +1/+0 and has ward {1}. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Coppercoat Vanguard<div>1W</div></div><div>Creature -- Human Soldier</div><div>Each other Human you control gets +1/+0 and has ward {1}. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <p><b>Coppercoat Vanguard</b> (1)(W)</p> <p>Creature -- Human Soldier</p> <p>Each other Human you control gets +1/+0 and has ward {1}. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Coppercoat Vanguard</b> (1)(W)</p> <p>Creature -- Human Soldier</p> <p>Each other Human you control gets +1/+0 and has ward {1}. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Dauntless Bodyguard</b> (W)</p> <p>Creature -- Human Knight</p> <p>As this creature enters, choose another creature you control. Sacrifice this creature: The chosen creature gains indestructible until end of turn.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                              | <p><b>Dauntless Bodyguard</b> (W)</p> <p>Creature -- Human Knight</p> <p>As this creature enters, choose another creature you control. Sacrifice this creature: The chosen creature gains indestructible until end of turn.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                              |
| <p><b>Dauntless Bodyguard</b> (W)</p> <p>Creature -- Human Knight</p> <p>As this creature enters, choose another creature you control. Sacrifice this creature: The chosen creature gains indestructible until end of turn.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                 | <p><b>Dauntless Bodyguard</b> (W)</p> <p>Creature -- Human Knight</p> <p>As this creature enters, choose another creature you control. Sacrifice this creature: The chosen creature gains indestructible until end of turn.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                 | <p><b>Eiganjo, Seat of the Empire</b></p> <p>Legendary Land</p> <p>{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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Eiganjo, Seat of the Empire</b></p> <p>Legendary Land</p> <p>{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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div> <div>Get Lost</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>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.")</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Get Lost</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>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.")</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Get Lost</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>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.")</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Hallowed Fountain</div> </div> <div>Land -- Plains Island</div> <div> <p>(<b>{T}</b>): Add <b>{W}</b> or <b>{U}</b>.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                    |
| <div> <div>Hallowed Fountain</div> </div> <div>Land -- Plains Island</div> <div> <p>(<b>{T}</b>): Add <b>{W}</b> or <b>{U}</b>.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                | <div> <div>Hallowed Fountain</div> </div> <div>Land -- Plains Island</div> <div> <p>(<b>{T}</b>): Add <b>{W}</b> or <b>{U}</b>.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                | <div> <div>Hallowed Fountain</div> </div> <div>Land -- Plains Island</div> <div> <p>(<b>{T}</b>): Add <b>{W}</b> or <b>{U}</b>.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                | <div> <div>Hopeful Initiate</div> <div>W</div> </div> <div>Creature -- Human Warlock</div> <div> <p>Training (Whenever this creature attacks with another creature with greater power, put a +1/+1 counter on this creature.)</p> <p><b>{2}{W}</b>, Remove two +1/+1 counters from among creatures you control: Destroy target artifact or enchantment.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> <div> <div>1/2</div> </div> |

Playtest cards - ThiGuyAgain365164 - Pioneer (Pioneer Challenge 32)

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 4/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Hopeful Initiate</b> (W)<br>Creature -- Human Warlock<br>Training (Whenever this creature attacks with another creature with greater power, put a +1/+1 counter on this creature.)<br>{2}{W}, Remove two +1/+1 counters from among creatures you control: Destroy target artifact or enchantment.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev     | <b>Hopeful Initiate</b> (W)<br>Creature -- Human Warlock<br>Training (Whenever this creature attacks with another creature with greater power, put a +1/+1 counter on this creature.)<br>{2}{W}, Remove two +1/+1 counters from among creatures you control: Destroy target artifact or enchantment.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev     | <b>Hopeful Initiate</b> (W)<br>Creature -- Human Warlock<br>Training (Whenever this creature attacks with another creature with greater power, put a +1/+1 counter on this creature.)<br>{2}{W}, Remove two +1/+1 counters from among creatures you control: Destroy target artifact or enchantment.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev     | <b>Mockingbird</b> (X)(U)<br>Creature -- Bird Bard<br>Flying<br>You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Mockingbird</b> (X)(U)<br>Creature -- Bird Bard<br>Flying<br>You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Mockingbird</b> (X)(U)<br>Creature -- Bird Bard<br>Flying<br>You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Mockingbird</b> (X)(U)<br>Creature -- Bird Bard<br>Flying<br>You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Mutavault</b><br>Token Land<br>{T}: Add {C}.<br>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                 |

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| <div><div>Mutavault</div><div>Token Land</div><div><div>{T}: Add {C}.</div><div>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                            | <div><div>Mutavault</div><div>Token Land</div><div><div>{T}: Add {C}.</div><div>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                            | <div><div>Mutavault</div><div>Token Land</div><div><div>{T}: Add {C}.</div><div>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                            | <div><div>Plains</div><div>Basic Land -- Plains</div><div><div>{T}: Add {W}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                    |
| <div><div>Recruitment Officer</div><div>Creature -- Human Soldier</div><div><div>{3}{W}: Look at the top four cards of your library. You may reveal a creature card with mana value 3 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div>Recruitment Officer</div><div>Creature -- Human Soldier</div><div><div>{3}{W}: Look at the top four cards of your library. You may reveal a creature card with mana value 3 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div>Recruitment Officer</div><div>Creature -- Human Soldier</div><div><div>{3}{W}: Look at the top four cards of your library. You may reveal a creature card with mana value 3 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div>Recruitment Officer</div><div>Creature -- Human Soldier</div><div><div>{3}{W}: Look at the top four cards of your library. You may reveal a creature card with mana value 3 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |

## Seachrome Coast

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Thalia, Guardian of Thraben (1)(W)

Legendary Creature -- Human Soldier

First strike

Noncreature spells cost {1} more to cast.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**2/1**

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Thalia's Lieutenant</b> (1)(W)<br>Creature -- Human Soldier<br>When this creature enters, put a +1/+1 counter on each other Human you control.<br>Whenever another Human you control enters, put a +1/+1 counter on this creature.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                   | <b>Thalia's Lieutenant</b> (1)(W)<br>Creature -- Human Soldier<br>When this creature enters, put a +1/+1 counter on each other Human you control.<br>Whenever another Human you control enters, put a +1/+1 counter on this creature.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                   | <b>Thalia's Lieutenant</b> (1)(W)<br>Creature -- Human Soldier<br>When this creature enters, put a +1/+1 counter on each other Human you control.<br>Whenever another Human you control enters, put a +1/+1 counter on this creature.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Thalia's Lieutenant</b> (1)(W)<br>Creature -- Human Soldier<br>When this creature enters, put a +1/+1 counter on each other Human you control.<br>Whenever another Human you control enters, put a +1/+1 counter on this creature.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Anointed Peacekeeper</b> (2)(W)<br>Creature -- Human Cleric<br>Vigilance<br>As this creature enters, look at an opponent's hand, then choose any card name.<br>Spells your opponents cast with the chosen name cost {2} more to cast.<br>Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities.<br>[sideboard]<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Anointed Peacekeeper</b> (2)(W)<br>Creature -- Human Cleric<br>Vigilance<br>As this creature enters, look at an opponent's hand, then choose any card name.<br>Spells your opponents cast with the chosen name cost {2} more to cast.<br>Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities.<br>[sideboard]<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Containment Priest</b> (1)(W)<br>Creature -- Human Cleric<br>Flash<br>If a nontoken creature would enter and it wasn't cast, exile it instead.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                      | <b>Containment Priest</b> (1)(W)<br>Creature -- Human Cleric<br>Flash<br>If a nontoken creature would enter and it wasn't cast, exile it instead.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                      |

Playtest cards - ThiGuyAgain365164 - Pioneer (Pioneer Challenge 32)

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

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| <div> <div> <b>Containment Priest</b> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>           Creature -- Human Cleric         </div> <div>           Flash<br/>           If a nontoken creature would enter and it wasn't cast, exile it instead.         </div> <div>           [sideboard]         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Knockout Blow</b> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>           Instant         </div> <div>           This spell costs {2} less to cast if it targets a red creature. Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Knockout Blow</b> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>           Instant         </div> <div>           This spell costs {2} less to cast if it targets a red creature. Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Portable Hole</b> <div> <div>W</div> </div> </div> <div> <div>           Artifact         </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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                 |
| <div> <div> <b>Portable Hole</b> <div> <div>W</div> </div> </div> <div> <div>           Artifact         </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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>        | <div> <div> <b>Portable Hole</b> <div> <div>W</div> </div> </div> <div> <div>           Artifact         </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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                   | <div> <div> <b>Portable Hole</b> <div> <div>W</div> </div> </div> <div> <div>           Artifact         </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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                   | <div> <div> <b>Rest in Peace</b> <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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> |

① W

When this enchantment enters, exile all graveyards.  
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sidebar]

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② W

At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it.

[sidebar]

- - - BACK FACE - - -

Creatures you control get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② W

At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it.

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[sideboard]
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- - - BACK FACE - - -

Creatures you control get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev