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| <div><div>Adarkar Wastes</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {U}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | <div><div>Adarkar Wastes</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {U}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>             | <div><div>Adarkar Wastes</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {U}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>             | <div><div>Adarkar Wastes</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {U}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>             |
| <div><div><div>Bottomless Pool</div><div>Enchantment -- Room</div><div><div>When you unlock this door, return up to one target creature to its owner's hand.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div><div>-----<br/>- - - RIGHT HALF - - -</div></div><div><div>Locker Room</div><div>Enchantment -- Room</div><div><div>Whenever one or more creatures you control deal combat damage to a player, draw a card.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> | <div><div><div>Caves of Koilos</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {B}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Caves of Koilos</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {B}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Caves of Koilos</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {B}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |

## Concealed Courtyard

Land

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

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Land

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{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Darkslick Shores

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

## Darkslick Shores

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This land enters tapped unless you control two or fewer other lands.  
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| <div>Entity Tracker</div> <div>2U</div> <div>Creature -- Human Scout</div> <div>Flash</div> <div>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, draw a card.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>      | <div>Entity Tracker</div> <div>2U</div> <div>Creature -- Human Scout</div> <div>Flash</div> <div>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, draw a card.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>      | <div>Fear of Isolation</div> <div>1U</div> <div>Enchantment Creature -- Nightmare</div> <div>As an additional cost to cast this spell, return a permanent you control to its owner's hand.</div> <div>Flying</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                               | <div>Fear of Isolation</div> <div>1U</div> <div>Enchantment Creature -- Nightmare</div> <div>As an additional cost to cast this spell, return a permanent you control to its owner's hand.</div> <div>Flying</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                               |
| <div>Fear of Isolation</div> <div>1U</div> <div>Enchantment Creature -- Nightmare</div> <div>As an additional cost to cast this spell, return a permanent you control to its owner's hand.</div> <div>Flying</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Fear of Isolation</div> <div>1U</div> <div>Enchantment Creature -- Nightmare</div> <div>As an additional cost to cast this spell, return a permanent you control to its owner's hand.</div> <div>Flying</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Hopeless Nightmare</div> <div>B</div> <div>Enchantment</div> <div>When this enchantment enters, each opponent discards a card and loses 2 life.</div> <div>When this enchantment is put into a graveyard from the battlefield, scry 2.</div> <div>{2}{B}: Sacrifice this enchantment.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Hopeless Nightmare</div> <div>B</div> <div>Enchantment</div> <div>When this enchantment enters, each opponent discards a card and loses 2 life.</div> <div>When this enchantment is put into a graveyard from the battlefield, scry 2.</div> <div>{2}{B}: Sacrifice this enchantment.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

**B**

When this enchantment enters, each opponent discards a card and loses 2 life.

When this enchantment is put into a graveyard from the battlefield, scry 2.

**{2}{B}**: Sacrifice this enchantment.

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**B**

When this enchantment enters, each opponent discards a card and loses 2 life.

When this enchantment is put into a graveyard from the battlefield, scry 2.

**{2}{B}**: Sacrifice this enchantment.

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ⓧ Ⓢ

## Flying

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.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

ⓧ Ⓢ

Flying  
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.

1/1

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**X U**

Flying  
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.

1/1

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① ②

Flash  
When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑧

Flash  
When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② B

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When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.  
Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.

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| <div> <div> <b>Nowhere to Run</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div> Flash<br/> When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.<br/> Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger. </div> <div> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Nurturing Pixie</b> <div> <div>W</div> </div> </div> <div> <div>Creature -- Faerie Rogue</div> <div> Flying<br/> When this creature enters, return up to one target non-Faerie, nonland permanent you control to its owner's hand. If a permanent was returned this way, put a +1/+1 counter on this creature. </div> <div> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Nurturing Pixie</b> <div> <div>W</div> </div> </div> <div> <div>Creature -- Faerie Rogue</div> <div> Flying<br/> When this creature enters, return up to one target non-Faerie, nonland permanent you control to its owner's hand. If a permanent was returned this way, put a +1/+1 counter on this creature. </div> <div> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Nurturing Pixie</b> <div> <div>W</div> </div> </div> <div> <div>Creature -- Faerie Rogue</div> <div> Flying<br/> When this creature enters, return up to one target non-Faerie, nonland permanent you control to its owner's hand. If a permanent was returned this way, put a +1/+1 counter on this creature. </div> <div> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div> <b>Nurturing Pixie</b> <div> <div>W</div> </div> </div> <div> <div>Creature -- Faerie Rogue</div> <div> Flying<br/> When this creature enters, return up to one target non-Faerie, nonland permanent you control to its owner's hand. If a permanent was returned this way, put a +1/+1 counter on this creature. </div> <div> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                         | <div> <div> <b>Optimistic Scavenger</b> <div> <div>W</div> </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> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                     | <div> <div> <b>Optimistic Scavenger</b> <div> <div>W</div> </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> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                     | <div> <div> <b>Optimistic Scavenger</b> <div> <div>W</div> </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> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                     |

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| <b>Optimistic Scavenger</b> (W)<br>Creature -- Human Scout<br>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Seachrome Coast</b><br>Land<br>This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {W} or {U}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                 | <b>Seachrome Coast</b><br>Land<br>This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {W} or {U}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                 | <b>Seachrome Coast</b><br>Land<br>This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {W} or {U}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                 |
| <b>Seachrome Coast</b><br>Land<br>This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {W} or {U}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                 | <b>Sheltered by Ghosts</b> (1)(W)<br>Enchantment -- Aura<br>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}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Sheltered by Ghosts</b> (1)(W)<br>Enchantment -- Aura<br>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}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Sheltered by Ghosts</b> (1)(W)<br>Enchantment -- Aura<br>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}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div><div><div>Sheltered by Ghosts</div><div>1W</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>Stormchaser's Talent</div><div>U</div></div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.<br/>{3}{U}: Level 2<br/>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.<br/>{5}{U}: Level 3<br/>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Stormchaser's Talent</div><div>U</div></div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.<br/>{3}{U}: Level 2<br/>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.<br/>{5}{U}: Level 3<br/>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Stormchaser's Talent</div><div>U</div></div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.<br/>{3}{U}: Level 2<br/>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.<br/>{5}{U}: Level 3<br/>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Stormchaser's Talent</div><div>U</div></div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.<br/>{3}{U}: Level 2<br/>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.<br/>{5}{U}: Level 3<br/>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>This Town Ain't Big Enough</div><div>4U</div></div><div>Instant</div><div>This spell costs {3} less to cast if it targets a permanent you control. Return up to two target nonland permanents to their owners' hands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                | <div><div><div>This Town Ain't Big Enough</div><div>4U</div></div><div>Instant</div><div>This spell costs {3} less to cast if it targets a permanent you control. Return up to two target nonland permanents to their owners' hands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                | <div><div><div>This Town Ain't Big Enough</div><div>4U</div></div><div>Instant</div><div>This spell costs {3} less to cast if it targets a permanent you control. Return up to two target nonland permanents to their owners' hands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                |

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| <p><b>This Town Ain't Big Enough</b> (4)(U)</p> <p>Instant</p> <p>This spell costs {3} less to cast if it targets a permanent you control. Return up to two target nonland permanents to their owners' hands.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Underground River</b></p> <p>Land</p> <p>{T}: Add {C}.</p> <p>{T}: Add {U} or {B}. This land deals 1 damage to you.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                   | <p><b>Underground River</b></p> <p>Land</p> <p>{T}: Add {C}.</p> <p>{T}: Add {U} or {B}. This land deals 1 damage to you.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                            | <p><b>Underground River</b></p> <p>Land</p> <p>{T}: Add {C}.</p> <p>{T}: Add {U} or {B}. This land deals 1 damage to you.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                            |
| <p><b>Authority of the Consuls</b> (W)</p> <p>Enchantment</p> <p>Creatures your opponents control enter tapped.</p> <p>Whenever a creature an opponent controls enters, you gain 1 life.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>   | <p><b>Authority of the Consuls</b> (W)</p> <p>Enchantment</p> <p>Creatures your opponents control enter tapped.</p> <p>Whenever a creature an opponent controls enters, you gain 1 life.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Destroy Evil</b> (1)(W)</p> <p>Instant</p> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Destroy target creature with toughness 4 or greater.</li> <li>* Destroy target enchantment.</li> </ul> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Destroy Evil</b> (1)(W)</p> <p>Instant</p> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Destroy target creature with toughness 4 or greater.</li> <li>* Destroy target enchantment.</li> </ul> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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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</div> <div>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, draw a card.</div> <div>[sideboard]</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Kaito, Bane of Nightmares</div> <div> <div>2</div> <div>U</div> <div>B</div> </div> </div> <div> <div>Legendary Planeswalker -- Kaito</div> <div>Ninjutsu {1}{U}{B} ({1}{U}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)</div> <div>During your turn, as long as Kaito has one or more loyalty counters on him, he's a 3/4 Ninja creature and has hexproof.</div> <div>[+1]: You get an emblem with "Ninjas you control get +1/+1."</div> <div>[0]: Surveil 2. Then draw a card for each opponent who lost life this turn.</div> <div>[-2]: Tap target creature. Put two stun counters on it.</div> <div>[sideboard]</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Kaito, Bane of Nightmares</div> <div> <div>2</div> <div>U</div> <div>B</div> </div> </div> <div> <div>Legendary Planeswalker -- Kaito</div> <div>Ninjutsu {1}{U}{B} ({1}{U}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)</div> <div>During your turn, as long as Kaito has one or more loyalty counters on him, he's a 3/4 Ninja creature and has hexproof.</div> <div>[+1]: You get an emblem with "Ninjas you control get +1/+1."</div> <div>[0]: Surveil 2. Then draw a card for each opponent who lost life this turn.</div> <div>[-2]: Tap target creature. Put two stun counters on it.</div> <div>[sideboard]</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                            | <div> <div>Pest Control</div> <div> <div>W</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div>Destroy all nonland permanents with mana value 1 or less.</div> <div>Cycling {2} ({2}, Discard this card: Draw a card.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | <div> <div>Pest Control</div> <div> <div>W</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div>Destroy all nonland permanents with mana value 1 or less.</div> <div>Cycling {2} ({2}, Discard this card: Draw a card.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>Tithing Blade</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Artifact</div> <div> <p>When this artifact enters, each opponent sacrifices a creature of their choice. Craft with creature {4}{B} ({4}{B}), Exile this artifact, Exile a creature you control or a creature card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)</p> <p>[sideboard]</p> </div> </div> <div> <div>Consuming Sepulcher</div> <div> <div>Artifact</div> <p>At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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