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| <b>Aang, at the Crossroads</b> ②⑥WU<br>Legendary Creature -- Human Avatar Ally<br>Flying<br>When Aang enters, look at the top five cards of your library. You may put a creature card with mana value 4 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. When another creature you control leaves the battlefield, transform Aang at the beginning of the next upkeep.<br><div>3/3</div> <div>----</div> <div>BACK FACE</div> <b>Aang, Destined Savior</b><br>Legendary Creature -- Avatar Ally<br>Flying<br>Land creatures you control have vigilance. At the beginning of combat on your turn, earthbend 2. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Aang, at the Crossroads</b> ②⑥WU<br>Legendary Creature -- Human Avatar Ally<br>Flying<br>When Aang enters, look at the top five cards of your library. You may put a creature card with mana value 4 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. When another creature you control leaves the battlefield, transform Aang at the beginning of the next upkeep.<br><div>3/3</div> <div>----</div> <div>BACK FACE</div> <b>Aang, Destined Savior</b><br>Legendary Creature -- Avatar Ally<br>Flying<br>Land creatures you control have vigilance. At the beginning of combat on your turn, earthbend 2. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Aang, at the Crossroads</b> ②⑥WU<br>Legendary Creature -- Human Avatar Ally<br>Flying<br>When Aang enters, look at the top five cards of your library. You may put a creature card with mana value 4 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. When another creature you control leaves the battlefield, transform Aang at the beginning of the next upkeep.<br><div>3/3</div> <div>----</div> <div>BACK FACE</div> <b>Aang, Destined Savior</b><br>Legendary Creature -- Avatar Ally<br>Flying<br>Land creatures you control have vigilance. At the beginning of combat on your turn, earthbend 2. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Aang, at the Crossroads</b> ②⑥WU<br>Legendary Creature -- Human Avatar Ally<br>Flying<br>When Aang enters, look at the top five cards of your library. You may put a creature card with mana value 4 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. When another creature you control leaves the battlefield, transform Aang at the beginning of the next upkeep.<br><div>3/3</div> <div>----</div> <div>BACK FACE</div> <b>Aang, Destined Savior</b><br>Legendary Creature -- Avatar Ally<br>Flying<br>Land creatures you control have vigilance. At the beginning of combat on your turn, earthbend 2. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Aang, Swift Savior</b> ①WU<br>Legendary Creature -- Human Avatar Ally<br>Flash<br>Flying<br>When Aang enters, airbend up to one other target creature or spell. (Exile it. While it's exiled, its owner may cast it for {2} rather than its mana cost.) Waterbend {8}: Transform Aang.<br><div>2/3</div> <div>----</div> <div>BACK FACE</div> <b>Aang and La, Ocean's Fury</b><br>Legendary Creature -- Avatar Spirit Ally<br>Reach, trample<br>Whenever Aang and La attack, put a +1/+1 counter on each tapped creature you control.<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                | <b>Aang, Swift Savior</b> ①WU<br>Legendary Creature -- Human Avatar Ally<br>Flash<br>Flying<br>When Aang enters, airbend up to one other target creature or spell. (Exile it. While it's exiled, its owner may cast it for {2} rather than its mana cost.) Waterbend {8}: Transform Aang.<br><div>2/3</div> <div>----</div> <div>BACK FACE</div> <b>Aang and La, Ocean's Fury</b><br>Legendary Creature -- Avatar Spirit Ally<br>Reach, trample<br>Whenever Aang and La attack, put a +1/+1 counter on each tapped creature you control.<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                | <b>Aang, Swift Savior</b> ①WU<br>Legendary Creature -- Human Avatar Ally<br>Flash<br>Flying<br>When Aang enters, airbend up to one other target creature or spell. (Exile it. While it's exiled, its owner may cast it for {2} rather than its mana cost.) Waterbend {8}: Transform Aang.<br><div>2/3</div> <div>----</div> <div>BACK FACE</div> <b>Aang and La, Ocean's Fury</b><br>Legendary Creature -- Avatar Spirit Ally<br>Reach, trample<br>Whenever Aang and La attack, put a +1/+1 counter on each tapped creature you control.<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                | <b>Aang, Swift Savior</b> ①WU<br>Legendary Creature -- Human Avatar Ally<br>Flash<br>Flying<br>When Aang enters, airbend up to one other target creature or spell. (Exile it. While it's exiled, its owner may cast it for {2} rather than its mana cost.) Waterbend {8}: Transform Aang.<br><div>2/3</div> <div>----</div> <div>BACK FACE</div> <b>Aang and La, Ocean's Fury</b><br>Legendary Creature -- Avatar Spirit Ally<br>Reach, trample<br>Whenever Aang and La attack, put a +1/+1 counter on each tapped creature you control.<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                |



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| <div><div><div>Badgermole Cub</div><div>①⑥</div></div><div><div>Creature -- Badger Mole</div><div>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.) Whenever you tap a creature for mana, add an additional {G}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Badgermole Cub</div><div>①⑥</div></div><div><div>Creature -- Badger Mole</div><div>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.) Whenever you tap a creature for mana, add an additional {G}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Badgermole Cub</div><div>①⑥</div></div><div><div>Creature -- Badger Mole</div><div>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.) Whenever you tap a creature for mana, add an additional {G}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Bramble Familiar</div><div>①⑥</div></div><div><div>Creature -- Elemental Raccoon</div><div>{T}: Add {G}.<br/>{1}{G}, {T}, Discard a card: Return this creature to its owner's hand.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Bramble Familiar</div><div>①⑥</div></div><div><div>Creature -- Elemental Raccoon</div><div>{T}: Add {G}.<br/>{1}{G}, {T}, Discard a card: Return this creature to its owner's hand.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                 | <div><div><div>Bramble Familiar</div><div>①⑥</div></div><div><div>Creature -- Elemental Raccoon</div><div>{T}: Add {G}.<br/>{1}{G}, {T}, Discard a card: Return this creature to its owner's hand.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                 | <div><div><div>Bramble Familiar</div><div>①⑥</div></div><div><div>Creature -- Elemental Raccoon</div><div>{T}: Add {G}.<br/>{1}{G}, {T}, Discard a card: Return this creature to its owner's hand.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                 | <div><div><div>Bramble Familiar</div><div>①⑥</div></div><div><div>Creature -- Elemental Raccoon</div><div>{T}: Add {G}.<br/>{1}{G}, {T}, Discard a card: Return this creature to its owner's hand.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Fetch Quest</div><div>⑤⑥⑥</div></div><div><div>Sorcery -- Adventure</div><div>Mill seven cards. Then put a creature, enchantment, or land card from among the milled cards onto the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                  | <div><div><div>Fetch Quest</div><div>⑤⑥⑥</div></div><div><div>Sorcery -- Adventure</div><div>Mill seven cards. Then put a creature, enchantment, or land card from among the milled cards onto the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                  | <div><div><div>Fetch Quest</div><div>⑤⑥⑥</div></div><div><div>Sorcery -- Adventure</div><div>Mill seven cards. Then put a creature, enchantment, or land card from among the milled cards onto the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                  | <div><div><div>Breeding Pool</div><div>⑤⑥⑥</div></div><div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>               |

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| <div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             | <div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             | <div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Doc Aurlock, Grizzled Genius</div><div>Legendary Creature -- Bear Druid</div><div>Spells you cast from your graveyard or from exile cost {2} less to cast. Plotting cards from your hand costs {2} less.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Doc Aurlock, Grizzled Genius</div><div>Legendary Creature -- Bear Druid</div><div>Spells you cast from your graveyard or from exile cost {2} less to cast. Plotting cards from your hand costs {2} less.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Doc Aurlock, Grizzled Genius</div><div>Legendary Creature -- Bear Druid</div><div>Spells you cast from your graveyard or from exile cost {2} less to cast. Plotting cards from your hand costs {2} less.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Doc Aurlock, Grizzled Genius</div><div>Legendary Creature -- Bear Druid</div><div>Spells you cast from your graveyard or from exile cost {2} less to cast. Plotting cards from your hand costs {2} less.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                               |

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| <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>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>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>Hallowed Fountain</div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hushwood Verge</div><div>Land</div><div>{T}: Add {G}.<br/>{T}: Add {W}. Activate only if you control a Forest or a Plains.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Hushwood Verge</div><div>Land</div><div>{T}: Add {G}.<br/>{T}: Add {W}. Activate only if you control a Forest or a Plains.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                     |

## Hushwood Verge

Land

{T}: Add {G}.  
{T}: Add {W}. Activate only if you control a Forest or a Plains.

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## Hushwood Verge

Land

{T}: Add {G}.  
{T}: Add {W}. Activate only if you control a Forest or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Interdimensional Web Watch ④

Artifact

When this artifact enters, exile the top two cards of your library. Until the end of your next turn, you may play those cards.

**[T]:** Add two mana in any combination of colors. Spend this mana only to cast spells from exile.

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When this artifact enters, exile the top two cards of your library. Until the end of your next turn, you may play those cards.

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Llanowar Elves 

Creature -- Elf Druid

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves 

Creature -- Elf Druid

$$\{T\} : \text{Add } \{G\}.$$

1/1

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| <div>Llanowar Elves</div> <div>6</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                  | <div>Llanowar Elves</div> <div>6</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                  | <div>Plains</div> <div>Basic Land -- Plains</div> <div>( {T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                    | <div>Seam Rip</div> <div>W</div> <div>Enchantment</div> <div>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Starting Town</div> <div>Land -- Town</div> <div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Starting Town</div> <div>Land -- Town</div> <div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Starting Town</div> <div>Land -- Town</div> <div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Starting Town</div> <div>Land -- Town</div> <div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>              |

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| <div> <div>Temple Garden</div> <div>Land -- Forest Plains</div> <div>           ({T}: Add {G} or {W}.)<br/>           As this land enters, you may pay 2 life. If you don't, it enters tapped.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                     | <div> <div>Temple Garden</div> <div>Land -- Forest Plains</div> <div>           ({T}: Add {G} or {W}.)<br/>           As this land enters, you may pay 2 life. If you don't, it enters tapped.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                     | <div> <div>Temple Garden</div> <div>Land -- Forest Plains</div> <div>           ({T}: Add {G} or {W}.)<br/>           As this land enters, you may pay 2 life. If you don't, it enters tapped.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                        | <div> <div>Temple Garden</div> <div>Land -- Forest Plains</div> <div>           ({T}: Add {G} or {W}.)<br/>           As this land enters, you may pay 2 life. If you don't, it enters tapped.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                        |
| <div> <div>Avatar's Wrath</div> <div>           Sorcery           2W         </div> <div>           Choose up to one target creature, then airbend all other creatures. (Exile them. While each one is exiled, its owner may cast it for {2} rather than its mana cost.) Until your next turn, your opponents can't cast spells from anywhere other than their hands. Exile Avatar's Wrath.         </div> <div>[sideboard]</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div>Avatar's Wrath</div> <div>           Sorcery           2W         </div> <div>           Choose up to one target creature, then airbend all other creatures. (Exile them. While each one is exiled, its owner may cast it for {2} rather than its mana cost.) Until your next turn, your opponents can't cast spells from anywhere other than their hands. Exile Avatar's Wrath.         </div> <div>[sideboard]</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div>Aven Interrupter</div> <div>           Creature -- Bird Rogue           1W         </div> <div>           Flash<br/>Flying<br/>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.         </div> <div>[sideboard]</div> <div> <div>2/2</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div>Aven Interrupter</div> <div>           Creature -- Bird Rogue           1W         </div> <div>           Flash<br/>Flying<br/>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.         </div> <div>[sideboard]</div> <div> <div>2/2</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |

① W

Destroy target artifact or creature.  
Its controller creates a 2/2 white  
0x creature token.

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① ② W

Destroy target artifact or creature.  
Its controller creates a 2/2 white  
0x creature token.

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① ② W

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

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

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① ②

Web-slinging {U} (You may cast this spell for {U} if you also return a tapped creature you control to its owner's hand.)  
Counter target instant spell, sorcery spell, or triggered ability.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|
| <div> <div>Spider-Sense</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> Web-slinging {U} (You may cast this spell for {U} if you also return a tapped creature you control to its owner's hand.)<br/> Counter target instant spell, sorcery spell, or triggered ability. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Surrak, Elusive Hunter</div> <div> <div>2</div> <div>G</div> </div> </div> <div> <div>Legendary Creature -- Human Warrior</div> <div> This spell can't be countered.<br/> Trample<br/> Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card. </div> <div>[sideboard]</div> <div> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Surrak, Elusive Hunter</div> <div> <div>2</div> <div>G</div> </div> </div> <div> <div>Legendary Creature -- Human Warrior</div> <div> This spell can't be countered.<br/> Trample<br/> Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card. </div> <div>[sideboard]</div> <div> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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