Authority of the Consuls (W)

Enchantment

Creatures your opponents control enter tapped.
Whenever a creature an opponent controls enters, you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Authority of the Consuls (W)

Enchantment

Creatures your opponents control enter tapped.
Whenever a creature an opponent controls enters, you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Authority of the Consuls (W)

Enchantment

Creatures your opponents control enter tapped.
Whenever a creature an opponent controls enters, you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Authority of the Consuls (W)

Enchantment

Creatures your opponents control enter tapped.
Whenever a creature an opponent controls enters, you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darksteel Colossus (11)

Artifact Creature -- Golem

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)
Indestructible (Damage and effects that say "destroy" don't destroy this creature.)
If Darksteel Colossus would be put into a graveyard from anywhere, reveal Darksteel Colossus and shuffle it into its owner's library instead.

11/11

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darksteel Colossus (11)

Artifact Creature -- Golem

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)
Indestructible (Damage and effects that say "destroy" don't destroy this creature.)
If Darksteel Colossus would be put into a graveyard from anywhere, reveal Darksteel Colossus and shuffle it into its owner's library instead.

11/11

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dauntless Scrapbot (3)

Artifact Creature -- Robot

When this creature enters, exile each opponent's graveyard. Create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dauntless Scrapbot (3)

Artifact Creature -- Robot

When this creature enters, exile each opponent's graveyard. Create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - krupek - Standard (Jaffer's Mini Mosh - Standard) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.

Dauntless Scrapbot {3}

Artifact Creature -- Robot

When this creature enters, exile each opponent's graveyard. Create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dauntless Scrapbot {3}

Artifact Creature -- Robot

When this creature enters, exile each opponent's graveyard. Create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fabrication Foundry {1}{W}

Artifact

{T}: Add {W}. Spend this mana only to cast an artifact spell or activate an ability of an artifact source.
{2}{W}, {T}, Exile one or more other artifacts you control with total mana value X: Return target artifact card with mana value X or less from your graveyard to the battlefield. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fabrication Foundry {1}{W}

Artifact

{T}: Add {W}. Spend this mana only to cast an artifact spell or activate an ability of an artifact source.
{2}{W}, {T}, Exile one or more other artifacts you control with total mana value X: Return target artifact card with mana value X or less from your graveyard to the battlefield. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fabrication Foundry {1}{W}

Artifact

{T}: Add {W}. Spend this mana only to cast an artifact spell or activate an ability of an artifact source.
{2}{W}, {T}, Exile one or more other artifacts you control with total mana value X: Return target artifact card with mana value X or less from your graveyard to the battlefield. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fabrication Foundry {1}{W}

Artifact

{T}: Add {W}. Spend this mana only to cast an artifact spell or activate an ability of an artifact source.
{2}{W}, {T}, Exile one or more other artifacts you control with total mana value X: Return target artifact card with mana value X or less from your graveyard to the battlefield. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Final Showdown {W}

Instant

Spree (Choose one or more additional costs.)
+ {1} -- All creatures lose all abilities until end of turn.
+ {1} -- Choose a creature you control. It gains indestructible until end of turn.
+ {3}{W}{W} -- Destroy all creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Final Showdown {W}

Instant

Spree (Choose one or more additional costs.)
+ {1} -- All creatures lose all abilities until end of turn.
+ {1} -- Choose a creature you control. It gains indestructible until end of turn.
+ {3}{W}{W} -- Destroy all creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Final Showdown (W)

Instant

Spree (Choose one or more additional costs.)
+ {1} -- All creatures lose all abilities until end of turn.
+ {1} -- Choose a creature you control. It gains indestructible until end of turn.
+ {3}{W}{W} -- Destroy all creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Final Showdown (W)

Instant

Spree (Choose one or more additional costs.)
+ {1} -- All creatures lose all abilities until end of turn.
+ {1} -- Choose a creature you control. It gains indestructible until end of turn.
+ {3}{W}{W} -- Destroy all creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Floodfarm Verge

Land

{T}: Add {W}.
{T}: Add {U}. Activate only if you control a Plains or an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Floodfarm Verge

Land

{T}: Add {W}.
{T}: Add {U}. Activate only if you control a Plains or an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Floodfarm Verge

Land

{T}: Add {W}.
{T}: Add {U}. Activate only if you control a Plains or an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Floodfarm Verge

Land

{T}: Add {W}.
{T}: Add {U}. Activate only if you control a Plains or an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fomori Vault

Land

{T}: Add {C}.
{3}, {T}, Discard a card: Look at the top X cards of your library, where X is the number of artifacts you control. Put one of those cards into your hand and the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fomori Vault

Land

{T}: Add {C}.
{3}, {T}, Discard a card: Look at the top X cards of your library, where X is the number of artifacts you control. Put one of those cards into your hand and the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Hallowed Fountain

Land -- Plains Island

({T}: Add {W} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallowed Fountain

Land -- Plains Island

({T}: Add {W} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallowed Fountain

Land -- Plains Island

({T}: Add {W} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallowed Fountain

Land -- Plains Island

({T}: Add {W} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - krupek - Standard (Jaffer's Mini Mosh - Standard) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - krupek - Standard (Jaffer's Mini Mosh - Standard) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

Season of the Burrow {3}{W}{W}

Sorcery

Choose up to five {P} worth of modes. You may choose the same mode more than once.
{P} -- Create a 1/1 white Rabbit creature token.
{P}{P} -- Exile target nonland permanent. Its controller draws a card.
{P}{P}{P} -- Return target permanent card with mana value 3 or less from your graveyard to the battlefield with an indestructible counter on it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Season of the Burrow {3}{W}{W}

Sorcery

Choose up to five {P} worth of modes. You may choose the same mode more than once.
{P} -- Create a 1/1 white Rabbit creature token.
{P}{P} -- Exile target nonland permanent. Its controller draws a card.
{P}{P}{P} -- Return target permanent card with mana value 3 or less from your graveyard to the battlefield with an indestructible counter on it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simulacrum Synthesizer {2}{U}

Artifact

When this artifact enters, scry 2.
Whenever another artifact you control with mana value 3 or greater enters, create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simulacrum Synthesizer {2}{U}

Artifact

When this artifact enters, scry 2.
Whenever another artifact you control with mana value 3 or greater enters, create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simulacrum Synthesizer {2}{U}

Artifact

When this artifact enters, scry 2.
Whenever another artifact you control with mana value 3 or greater enters, create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simulacrum Synthesizer {2}{U}

Artifact

When this artifact enters, scry 2.
Whenever another artifact you control with mana value 3 or greater enters, create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Irencrag {2}

Legendary Artifact

{T}: Add {C}.
Whenever a legendary creature you control enters, you may have The Irencrag become a legendary Equipment artifact named Everflame, Heroes' Legacy. If you do, it gains equip {3} and "Equipped creature gets +3/+3" and loses all other abilities.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Irencrag {2}

Legendary Artifact

{T}: Add {C}.
Whenever a legendary creature you control enters, you may have The Irencrag become a legendary Equipment artifact named Everflame, Heroes' Legacy. If you do, it gains equip {3} and "Equipped creature gets +3/+3" and loses all other abilities.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Thousand Moons Smithy {2}{W}{W}

Legendary Artifact

When Thousand Moons Smithy enters, create a white Gnome Soldier artifact creature token with "This token's power and toughness are each equal to the number of artifacts and/or creatures you control."
At the beginning of your first main phase, you may tap five untapped artifacts and/or creatures you control. If you do, transform Thousand Moons Smithy.

- - - BACK FACE - - -

Barracks of the Thousand

Legendary Artifact Land

(Transforms from Thousand Moons Smithy.)
{T}: Add {W}.
Whenever you cast an artifact or creature spell using mana produced by Barracks of the Thousand, create a white Gnome Soldier artifact creature token with "This token's power and toughness are each equal to the number of artifacts and/or creatures you control."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thousand Moons Smithy {2}{W}{W}

Legendary Artifact

When Thousand Moons Smithy enters, create a white Gnome Soldier artifact creature token with "This token's power and toughness are each equal to the number of artifacts and/or creatures you control."
At the beginning of your first main phase, you may tap five untapped artifacts and/or creatures you control. If you do, transform Thousand Moons Smithy.

- - - BACK FACE - - -

Barracks of the Thousand

Legendary Artifact Land

(Transforms from Thousand Moons Smithy.)
{T}: Add {W}.
Whenever you cast an artifact or creature spell using mana produced by Barracks of the Thousand, create a white Gnome Soldier artifact creature token with "This token's power and toughness are each equal to the number of artifacts and/or creatures you control."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unstable Glyphbridge {3}{W}{W}

Artifact

When this artifact enters, if you cast it, for each player, choose a creature with power 2 or less that player controls. Then destroy all creatures except creatures chosen this way.
Craft with artifact {3}{W}{W} ({3}{W}{W}, Exile this artifact, Exile another artifact you control or an artifact card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)

- - - BACK FACE - - -

Sandswirl Wanderglyph

Artifact Creature -- Golem

Flying
Whenever an opponent casts a spell during their turn, they can't attack you or planeswalkers you control this turn.
Each opponent who attacked you or a planeswalker you control this turn can't cast spells.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unstable Glyphbridge {3}{W}{W}

Artifact

When this artifact enters, if you cast it, for each player, choose a creature with power 2 or less that player controls. Then destroy all creatures except creatures chosen this way.
Craft with artifact {3}{W}{W} ({3}{W}{W}, Exile this artifact, Exile another artifact you control or an artifact card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)

- - - BACK FACE - - -

Sandswirl Wanderglyph

Artifact Creature -- Golem

Flying
Whenever an opponent casts a spell during their turn, they can't attack you or planeswalkers you control this turn.
Each opponent who attacked you or a planeswalker you control this turn can't cast spells.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Uthros, Titanic Godcore

Land -- Planet

This land enters tapped.
{T}: Add {U}.
Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.)
12+ | {U}, {T}: Add {U} for each artifact you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Uthros, Titanic Godcore

Land -- Planet

This land enters tapped.
{T}: Add {U}.
Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.)
12+ | {U}, {T}: Add {U} for each artifact you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - krupek - Standard (Jaffer's Mini Mosh - Standard) sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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.

White Auracite {2}{W}{W}

Artifact

When this artifact enters, exile target nonland permanent an opponent controls until this artifact leaves the battlefield.
{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

White Auracite {2}{W}{W}

Artifact

When this artifact enters, exile target nonland permanent an opponent controls until this artifact leaves the battlefield.
{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

White Auracite {2}{W}{W}

Artifact

When this artifact enters, exile target nonland permanent an opponent controls until this artifact leaves the battlefield.
{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

White Auracite {2}{W}{W}

Artifact

When this artifact enters, exile target nonland permanent an opponent controls until this artifact leaves the battlefield.
{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Assimilation Aegis {1}{W}{U}

Artifact -- Equipment

When this Equipment enters, exile up to one target creature until this Equipment leaves the battlefield. Whenever this Equipment becomes attached to a creature, for as long as this Equipment remains attached to it, that creature becomes a copy of a creature card exiled with this Equipment.
Equip {2}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Assimilation Aegis {1}{W}{U}

Artifact -- Equipment

When this Equipment enters, exile up to one target creature until this Equipment leaves the battlefield. Whenever this Equipment becomes attached to a creature, for as long as this Equipment remains attached to it, that creature becomes a copy of a creature card exiled with this Equipment.
Equip {2}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chimil, the Inner Sun {6}

Legendary Artifact

Spells you control can't be countered.
At the beginning of your end step, discover 5. (Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chimil, the Inner Sun {6}

Legendary Artifact

Spells you control can't be countered.
At the beginning of your end step, discover 5. (Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Chronicle of Victory {6}

Legendary Artifact

As Chronicle of Victory enters, choose a creature type.
Creatures you control of the chosen type get +2/+2 and have first strike and trample.
Whenever you cast a spell of the chosen type, draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chronicle of Victory {6}

Legendary Artifact

As Chronicle of Victory enters, choose a creature type.
Creatures you control of the chosen type get +2/+2 and have first strike and trample.
Whenever you cast a spell of the chosen type, draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Day of Judgment {2}{W}{W}

Sorcery

Destroy all creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Day of Judgment {2}{W}{W}

Sorcery

Destroy all creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Day of Judgment {2}{W}{W}

Sorcery

Destroy all creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Day of Judgment {2}{W}{W}

Sorcery

Destroy all creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rest in Peace {1}{W}

Enchantment

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rest in Peace {1}{W}

Enchantment

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Rest in Peace {1}{W}

Enchantment

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Eternity Elevator {5}

Legendary Artifact -- Spacecraft

{T}: Add {C}{C}{C}.
Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery.)
20+ | {T}: Add X mana of any one color, where X is the number of charge counters on The Eternity Elevator.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Eternity Elevator {5}

Legendary Artifact -- Spacecraft

{T}: Add {C}{C}{C}.
Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery.)
20+ | {T}: Add X mana of any one color, where X is the number of charge counters on The Eternity Elevator.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - krupek - Standard (Jaffer's Mini Mosh - Standard) sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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.