

**Playtest cards - SunnyClock - Pioneer (???)** 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.

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| <div><div>Eddie Brock<span>2B</span></div><div>Legendary Creature -- Human Hero Villain</div><div>When Eddie Brock enters, return target creature card with mana value 1 or less from your graveyard to the battlefield.<br/>{3}{B}{R}{G}: Transform Eddie Brock. Activate only as a sorcery.</div><div>3/3</div><div>-----<br/>-- -- BACK FACE -- --</div><div>Venom, Lethal Protector<span>3BRRG</span></div><div>Legendary Creature -- Symbiote Hero Villain</div><div>Menace, trample, haste<br/>Whenever Venom attacks, you may sacrifice another creature. If you do, draw X cards, then you may put a permanent card with mana value X or less from your hand onto the battlefield, where X is the sacrificed creature's mana value.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Eiganjo, Seat of the Empire</div><div>Legendary Land</div><div>{T}: Add {W}.<br/>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fatal Push<span>B</span></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fatal Push<span>B</span></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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## Land

{T}, Pay 1 life: Add one mana of any color.

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©

### Legendary Artifact

{T}: Add one mana of any color among legendary creatures and planeswalkers you control.

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## ©

### Legendary Artifact

{T}: Add one mana of any color among legendary creatures and planeswalkers you control.

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UB

Legendary Creature -- Rat Ninja Wizard

Menace  
Whenever Nashi deals combat damage to a player, you mill that many cards. You may put any number of legendary and/or enchantment cards from among them into your hand. If you put no cards into your hand this way, put a +1/+1 counter on Nashi.

2/2

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Legendary Land

{T}: Add {U}.  
Channel -- {3}{U}, Discard this  
card: Return target artifact,  
creature, enchantment, or  
planeswalker to its owner's hand.  
This ability costs {1} less to  
activate for each legendary creature  
you control.

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| <div>Plaza of Heroes</div> <div>Land</div> <div> { T } : Add { C } .<br/> { T } : Add one mana of any color.<br/> Spend this mana only to cast a legendary spell.<br/> { T } : Add one mana of any color among legendary permanents you control.<br/> { 3 } , { T } , Exile this land: Target legendary creature gains hexproof and indestructible until end of turn. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Plaza of Heroes</div> <div>Land</div> <div> { T } : Add { C } .<br/> { T } : Add one mana of any color.<br/> Spend this mana only to cast a legendary spell.<br/> { T } : Add one mana of any color among legendary permanents you control.<br/> { 3 } , { T } , Exile this land: Target legendary creature gains hexproof and indestructible until end of turn. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Plaza of Heroes</div> <div>Land</div> <div> { T } : Add { C } .<br/> { T } : Add one mana of any color.<br/> Spend this mana only to cast a legendary spell.<br/> { T } : Add one mana of any color among legendary permanents you control.<br/> { 3 } , { T } , Exile this land: Target legendary creature gains hexproof and indestructible until end of turn. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Plaza of Heroes</div> <div>Land</div> <div> { T } : Add { C } .<br/> { T } : Add one mana of any color.<br/> Spend this mana only to cast a legendary spell.<br/> { T } : Add one mana of any color among legendary permanents you control.<br/> { 3 } , { T } , Exile this land: Target legendary creature gains hexproof and indestructible until end of turn. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <div>Raffine, Scheming Seer (W)(U)(B)</div> <div>Legendary Creature -- Sphinx Demon</div> <div> Flying, ward { 1 }<br/> Whenever you attack, target attacking creature connives X, where X is the number of attacking creatures. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.) </div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>  | <div>Raffine, Scheming Seer (W)(U)(B)</div> <div>Legendary Creature -- Sphinx Demon</div> <div> Flying, ward { 1 }<br/> Whenever you attack, target attacking creature connives X, where X is the number of attacking creatures. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.) </div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>  | <div>Raffine, Scheming Seer (W)(U)(B)</div> <div>Legendary Creature -- Sphinx Demon</div> <div> Flying, ward { 1 }<br/> Whenever you attack, target attacking creature connives X, where X is the number of attacking creatures. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.) </div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>  | <div>Raffine, Scheming Seer (W)(U)(B)</div> <div>Legendary Creature -- Sphinx Demon</div> <div> Flying, ward { 1 }<br/> Whenever you attack, target attacking creature connives X, where X is the number of attacking creatures. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.) </div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>  |

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| <div>Seachrome Coast</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                            | <div>Seachrome Coast</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                           | <div>Sheltered by Ghosts (1)(W)</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 PLAY    botbox.dev</div>                                                          | <div>Sheoldred, the Apocalypse (2)(B)(B)</div> <div>Legendary Creature -- Phyrexian Praetor</div> <div>Deathtouch<br/>Whenever you draw a card, you gain 2 life.<br/>Whenever an opponent draws a card, they lose 2 life.</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <div>Sheoldred, the Apocalypse (2)(B)(B)</div> <div>Legendary Creature -- Phyrexian Praetor</div> <div>Deathtouch<br/>Whenever you draw a card, you gain 2 life.<br/>Whenever an opponent draws a card, they lose 2 life.</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Shiko, Paragon of the Way (2)(U)(R)(W)</div> <div>Legendary Creature -- Spirit Dragon</div> <div>Flying, vigilance<br/>When Shiko enters, exile target nonland card with mana value 3 or less from your graveyard. Copy it, then you may cast the copy without paying its mana cost. (A copy of a permanent spell becomes a token.)</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Shiko, Paragon of the Way (2)(U)(R)(W)</div> <div>Legendary Creature -- Spirit Dragon</div> <div>Flying, vigilance<br/>When Shiko enters, exile target nonland card with mana value 3 or less from your graveyard. Copy it, then you may cast the copy without paying its mana cost. (A copy of a permanent spell becomes a token.)</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.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 PLAY    botbox.dev</div>                               |

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| <div><div>Thoughtseize</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                      | <div><div>Thoughtseize</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                      | <div><div>Thoughtseize</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thoughtseize</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                       |

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| <div> <div>Unholy Annex2B</div> <div>Enchantment -- Room</div> <div> <p>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.</p> <p>(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.)</p> </div> <div> <div>Ritual Chamber3BB</div> <div>Enchantment -- Room</div> <div> <p>When you unlock this door, create a 6/6 black Demon creature token with flying.</p> <p>(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.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Unholy Annex2B</div> <div>Enchantment -- Room</div> <div> <p>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.</p> <p>(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.)</p> </div> <div> <div>Ritual Chamber3BB</div> <div>Enchantment -- Room</div> <div> <p>When you unlock this door, create a 6/6 black Demon creature token with flying.</p> <p>(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.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                                                                                           | <div> <div>Unholy Annex2B</div> <div>Enchantment -- Room</div> <div> <p>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.</p> <p>(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.)</p> </div> <div> <div>Ritual Chamber3BB</div> <div>Enchantment -- Room</div> <div> <p>When you unlock this door, create a 6/6 black Demon creature token with flying.</p> <p>(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.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                                                                                           | <div> <div>Unholy Annex2B</div> <div>Enchantment -- Room</div> <div> <p>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.</p> <p>(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.)</p> </div> <div> <div>Ritual Chamber3BB</div> <div>Enchantment -- Room</div> <div> <p>When you unlock this door, create a 6/6 black Demon creature token with flying.</p> <p>(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.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                                                                                           |
| <div> <div>Urborg, Tomb of Yawgmoth</div> <div>Legendary Land</div> <div> <p>Each land is a Swamp in addition to its other land types.</p> </div> <div> <div>2/1</div> </div> <div> <div>Tibalt, Cosmic Impostor5BR</div> <div>Legendary Planeswalker -- Tibalt</div> <div> <p>As Tibalt enters, you get an emblem with "You may play cards exiled with Tibalt, Cosmic Impostor, and you may spend mana as though it were mana of any color to cast those spells."</p> <p>[+2]: Exile the top card of each player's library.</p> <p>[-3]: Exile target artifact or creature.</p> <p>[-8]: Exile all graveyards. Add {R}{R}{R}.</p> </div> <div> <div>L 5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                        | <div> <div>Valki, God of Lies1B</div> <div>Legendary Creature -- God</div> <div> <p>When Valki enters, each opponent reveals their hand. For each opponent, exile a creature card they revealed this way until Valki leaves the battlefield.</p> <p>{X}: Choose a creature card exiled with Valki with mana value X. Valki becomes a copy of that card.</p> </div> <div> <div>2/1</div> </div> <div> <div>Tibalt, Cosmic Impostor5BR</div> <div>Legendary Planeswalker -- Tibalt</div> <div> <p>As Tibalt enters, you get an emblem with "You may play cards exiled with Tibalt, Cosmic Impostor, and you may spend mana as though it were mana of any color to cast those spells."</p> <p>[+2]: Exile the top card of each player's library.</p> <p>[-3]: Exile target artifact or creature.</p> <p>[-8]: Exile all graveyards. Add {R}{R}{R}.</p> </div> <div> <div>L 5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Valki, God of Lies1B</div> <div>Legendary Creature -- God</div> <div> <p>When Valki enters, each opponent reveals their hand. For each opponent, exile a creature card they revealed this way until Valki leaves the battlefield.</p> <p>{X}: Choose a creature card exiled with Valki with mana value X. Valki becomes a copy of that card.</p> </div> <div> <div>2/1</div> </div> <div> <div>Tibalt, Cosmic Impostor5BR</div> <div>Legendary Planeswalker -- Tibalt</div> <div> <p>As Tibalt enters, you get an emblem with "You may play cards exiled with Tibalt, Cosmic Impostor, and you may spend mana as though it were mana of any color to cast those spells."</p> <p>[+2]: Exile the top card of each player's library.</p> <p>[-3]: Exile target artifact or creature.</p> <p>[-8]: Exile all graveyards. Add {R}{R}{R}.</p> </div> <div> <div>L 5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Valki, God of Lies1B</div> <div>Legendary Creature -- God</div> <div> <p>When Valki enters, each opponent reveals their hand. For each opponent, exile a creature card they revealed this way until Valki leaves the battlefield.</p> <p>{X}: Choose a creature card exiled with Valki with mana value X. Valki becomes a copy of that card.</p> </div> <div> <div>2/1</div> </div> <div> <div>Tibalt, Cosmic Impostor5BR</div> <div>Legendary Planeswalker -- Tibalt</div> <div> <p>As Tibalt enters, you get an emblem with "You may play cards exiled with Tibalt, Cosmic Impostor, and you may spend mana as though it were mana of any color to cast those spells."</p> <p>[+2]: Exile the top card of each player's library.</p> <p>[-3]: Exile target artifact or creature.</p> <p>[-8]: Exile all graveyards. Add {R}{R}{R}.</p> </div> <div> <div>L 5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |

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| <div><div>Vanishing Verse</div><div><div>W</div><div>B</div></div></div> <div><div>Instant</div><div>Exile target monocolored permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                           | <div><div>Watery Grave</div></div> <div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.)<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>Watery Grave</div></div> <div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.)<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>Watery Grave</div></div> <div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.)<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>Ashiok, Dream Render</div><div><div>1</div><div>U/B</div><div>U/B</div></div></div> <div><div>Legendary Planeswalker -- Ashiok</div><div>Spells and abilities your opponents control can't cause their controller to search their library.<br/>[-1]: Target player mills four cards. Then exile each opponent's graveyard.</div><div>[sideboard]</div><div><div>L5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Damping Sphere</div><div><div>2</div></div></div> <div><div>Artifact</div><div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.<br/>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Damping Sphere</div><div><div>2</div></div></div> <div><div>Artifact</div><div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.<br/>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Doorkeeper Thru11</div><div><div>1</div><div>W</div></div></div> <div><div>Creature -- Thru11</div><div>Flash<br/>Flying<br/>Artifacts and creatures entering don't cause abilities to trigger.</div><div>[sideboard]</div><div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div><div>Doorkeeper Thrull</div><div><div>1</div><div>W</div></div></div> <div><div>Creature -- Thrull</div><div>Flash<br/>Flying<br/>Artifacts and creatures entering don't cause abilities to trigger.</div><div>[sideboard]</div><div><div>1/2</div></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}),<br/>Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br/>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.<br/>[+1]: You get an emblem with "Ninjas you control get +1/+1."<br/>[0]: Surveil 2. Then draw a card for each opponent who lost life this turn.<br/>[-2]: Tap target creature. Put two stun counters on it.</div><div>[sideboard]</div><div><div>L 4</div></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}),<br/>Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br/>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.<br/>[+1]: You get an emblem with "Ninjas you control get +1/+1."<br/>[0]: Surveil 2. Then draw a card for each opponent who lost life this turn.<br/>[-2]: Tap target creature. Put two stun counters on it.</div><div>[sideboard]</div><div><div>L 4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Negate</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                             |
| <div><div>Negate</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                      | <div><div>Rest in Peace</div><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 PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                    | <div><div>Rest in Peace</div><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 PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                    | <div><div>Sheltered by Ghosts</div><div><div>1</div><div>W</div></div></div> <div><div>Enchantment -- Aura</div><div>Enchant creature you control<br/>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br/>Enchanted creature gets +1/+0 and has lifelink and ward {2}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

The Meathook Massacre

X

B

B

Legendary Enchantment

When The Meathook Massacre enters, each creature gets -X/-X until end of turn.  
Whenever a creature you control dies, each opponent loses 1 life.  
Whenever a creature an opponent controls dies, you gain 1 life.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Vanishing Verse

W

B

Instant

Exile target monocolored permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev