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| <div><div><div>Abrade</div><div><div>1</div><div>R</div></div></div><div>Instant</div><div>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                     | <div><div><div>Consult the Star Charts</div><div><div>1</div><div>U</div></div></div><div>Instant</div><div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/>Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>Consult the Star Charts</div><div><div>1</div><div>U</div></div></div><div>Instant</div><div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/>Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>Consult the Star Charts</div><div><div>1</div><div>U</div></div></div><div>Instant</div><div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/>Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div><div>Consult the Star Charts</div><div><div>1</div><div>U</div></div></div><div>Instant</div><div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/>Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>Cori Mountain Monastery</div></div><div>Land</div><div>This land enters tapped unless you control a Plains or an Island.<br/>{T}: Add {R}.<br/>{3}{R}, {T}: Exile the top card of your library. Until the end of your next turn, you may play that card.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                     | <div><div><div>Day of Judgment</div><div><div>2</div><div>W</div><div>W</div></div></div><div>Sorcery</div><div>Destroy all creatures.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                      | <div><div><div>Day of Judgment</div><div><div>2</div><div>W</div><div>W</div></div></div><div>Sorcery</div><div>Destroy all creatures.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                      |

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| <div>Elegant Parlor</div> <div>Land -- Mountain Plains</div> <div>           ({T}: Add {R} or {W}.)<br/>           This land enters tapped.<br/>           When this land enters, surveil 1.<br/>           (Look at the top card of your library. You may put it into your graveyard.)         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Elegant Parlor</div> <div>Land -- Mountain Plains</div> <div>           ({T}: Add {R} or {W}.)<br/>           This land enters tapped.<br/>           When this land enters, surveil 1.<br/>           (Look at the top card of your library. You may put it into your graveyard.)         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Flashback</div> <div>Instant</div> <div>           Target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>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>Get Lost</div> <div>Instant</div> <div>           Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.)         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Get Lost</div> <div>Instant</div> <div>           Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.)         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Get Lost</div><div>①④</div></div><div><div>Instant</div><div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>Great Hall of the Biblioplex</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color. Spend this mana only to cast an instant or sorcery spell.<br/>{5}: If this land isn't a creature, it becomes a 2/4 Wizard creature with "Whenever you cast an instant or sorcery spell, this creature gets +1/+0 until end of turn." It's still a land.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>Great Hall of the Biblioplex</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color. Spend this mana only to cast an instant or sorcery spell.<br/>{5}: If this land isn't a creature, it becomes a 2/4 Wizard creature with "Whenever you cast an instant or sorcery spell, this creature gets +1/+0 until end of turn." It's still a land.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                  | <div><div><div>Great Hall of the Biblioplex</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color. Spend this mana only to cast an instant or sorcery spell.<br/>{5}: If this land isn't a creature, it becomes a 2/4 Wizard creature with "Whenever you cast an instant or sorcery spell, this creature gets +1/+0 until end of turn." It's still a land.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div><div>Hallowed Fountain</div></div><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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                               | <div><div><div>Hallowed Fountain</div></div><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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                              | <div><div><div>Improvisation Capstone</div><div>⑤④④</div></div><div><div>Sorcery -- Lesson</div><div>Exile cards from the top of your library until you exile cards with total mana value 4 or greater. You may cast any number of spells from among them without paying their mana costs.<br/>Paradigm (Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>{T}: Add {U}.)</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                              |

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| <div><div>Jeskai Revelation4URW</div><div>Instant</div><div>Return target spell or permanent to its owner's hand. Jeskai Revelation deals 4 damage to any target. Create two 1/1 white Monk creature tokens with prowess. Draw two cards. You gain 4 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Jeskai Revelation4URW</div><div>Instant</div><div>Return target spell or permanent to its owner's hand. Jeskai Revelation deals 4 damage to any target. Create two 1/1 white Monk creature tokens with prowess. Draw two cards. You gain 4 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Jeskai Revelation4URW</div><div>Instant</div><div>Return target spell or permanent to its owner's hand. Jeskai Revelation deals 4 damage to any target. Create two 1/1 white Monk creature tokens with prowess. Draw two cards. You gain 4 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lightning HelixRW</div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                       |
| <div><div>Lightning HelixRW</div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                  | <div><div>Lightning HelixRW</div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                  | <div><div>Lightning HelixRW</div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                  | <div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div>([T]): Add [W] or [U].)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mistrise Village</div><div>Land</div><div>This land enters tapped unless you control a Mountain or a Forest.<br/>[T]: Add [U].<br/>[U], [T]: The next spell you cast this turn can't be countered.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mistrise Village</div><div>Land</div><div>This land enters tapped unless you control a Mountain or a Forest.<br/>[T]: Add [U].<br/>[U], [T]: The next spell you cast this turn can't be countered.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Negate</div><div>Instant</div><div>Counter target noncreature spell.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                          |
| <div><div><div>No More Lies</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           | <div><div><div>No More Lies</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      | <div><div><div>No More Lies</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      | <div><div><div>No More Lies</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>North Wind Avatar (2)(U)(U)(R)</div> <div>Creature -- Dragon Spirit Avatar</div> <div>Flying<br/>When this creature enters, if you cast it, you may put a card you own from outside the game into your hand.</div> <div>5/5</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>Resonating Lute (2)(U)(R)</div> <div>Artifact</div> <div>Lands you control have "{T}: Add two mana of any one color. Spend this mana only to cast instant and sorcery spells."<br/>{T}: Draw a card. Activate only if you have seven or more cards in your hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Resonating Lute (2)(U)(R)</div> <div>Artifact</div> <div>Lands you control have "{T}: Add two mana of any one color. Spend this mana only to cast instant and sorcery spells."<br/>{T}: Draw a card. Activate only if you have seven or more cards in your hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Resonating Lute (2)(U)(R)</div> <div>Artifact</div> <div>Lands you control have "{T}: Add two mana of any one color. Spend this mana only to cast instant and sorcery spells."<br/>{T}: Draw a card. Activate only if you have seven or more cards in your hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Riverpyre Verge</div> <div>Land</div> <div>{T}: Add {R}.<br/>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Riverpyre Verge</div> <div>Land</div> <div>{T}: Add {R}.<br/>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                 | <div>Sacred Foundry</div> <div>Land -- Mountain Plains</div> <div>({T}: Add {R} 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 PLAYbotbox.dev</div>                                                                                                 |

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| <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<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>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<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>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<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>Stock Up<div>2U</div></div><div>Sorcery</div><div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Stock Up<div>2U</div></div><div>Sorcery</div><div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stock Up<div>2U</div></div><div>Sorcery</div><div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stock Up<div>2U</div></div><div>Sorcery</div><div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sunbellow Verge</div><div>Land</div><div>{T}: Add {W}.<br/>{T}: Add {R}. Activate only if you control a Mountain or a Plains.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         |

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| <div> <b>Three Steps Ahead</b> <span>U</span> </div> <div> Instant </div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1}{U} -- Counter target spell.</p> <p>+ {3} -- Create a token that's a copy of target artifact or creature you control.</p> <p>+ {2} -- Draw two cards, then discard a card.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Thundering Falls</b> </div> <div> Land -- Island Mountain </div> <div> <p>{T}: Add {U} or {R}.)</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Thundering Falls</b> </div> <div> Land -- Island Mountain </div> <div> <p>{T}: Add {U} or {R}.)</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                   | <div> <b>Traumatic Critique</b> <span>XUR</span> </div> <div> Instant </div> <div> <p>Traumatic Critique deals X damage to any target. Draw two cards, then discard a card.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Abrade</b> <span>1R</span> </div> <div> Instant </div> <div> <p>Choose one --</p> <p>* Abrade deals 3 damage to target creature.</p> <p>* Destroy target artifact.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                         | <div> <b>Annul</b> <span>U</span> </div> <div> Instant </div> <div> <p>Counter target artifact or enchantment spell.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                       | <div> <b>Beza, the Bounding Spring</b> <span>2WWW</span> </div> <div> Legendary Creature -- Elemental Elk </div> <div> <p>When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.</p> <p>[sideboard]</p> </div> <div> <div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Day of Judgment</b> <span>2WWW</span> </div> <div> Sorcery </div> <div> <p>Destroy all creatures.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                               |

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck)

sheet 8/10 - 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><div>Disdainful Stroke</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Counter target spell with mana value 4 or greater.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Flashfreeze</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Counter target red or green spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                              | <div><div><div>Mathemagics</div><div><div>X</div><div>X</div><div>U</div><div>U</div></div></div><div><div>Sorcery</div><div>Target player draws 2? cards. (2? = 1, 2<sup>1</sup> = 2, 2<sup>2</sup> = 4, 2<sup>3</sup> = 8, 2? = 16, 2? = 32, and so on.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                        |
| <div><div><div>Pyroclasm</div><div><div>1</div><div>R</div></div></div><div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>       | <div><div><div>The Unagi of Kyoshi Island</div><div><div>3</div><div>U</div><div>U</div></div></div><div><div>Legendary Creature -- Serpent</div><div>Flash<br/>Ward--Waterbend {4}. (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {4}. They can tap their artifacts and creatures to help. Each one pays for {1}.)<br/>Whenever an opponent draws their second card each turn, you draw two cards.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div><div><div>5/5</div></div></div> |

②

Creatures entering don't cause abilities to trigger.

[sideboard]

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②

Creatures entering don't cause abilities to trigger.

[sideboard]

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X U R

Traumatic Critique deals X damage to any target. Draw two cards, then discard a card.

[sideboard]

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