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| <div><div>Demolition Field</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Demolition Field</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Demolition Field</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Ertai's Scorn<div>①④④</div></div><div>Instant</div><div><div>This spell costs {U} less to cast if an opponent cast two or more spells this turn.</div><div>Counter target spell.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                        |
| <div><div>Ertai's Scorn<div>①④④</div></div><div>Instant</div><div><div>This spell costs {U} less to cast if an opponent cast two or more spells this turn.</div><div>Counter target spell.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                    | <div><div>Ertai's Scorn<div>①④④</div></div><div>Instant</div><div><div>This spell costs {U} less to cast if an opponent cast two or more spells this turn.</div><div>Counter target spell.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                    | <div><div>Fabled Passage</div><div>Land</div><div><div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                             | <div><div>Fabled Passage</div><div>Land</div><div><div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Fabled Passage</div><div>Land</div><div><p>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                         | <div><div>Fabled Passage</div><div>Land</div><div><p>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Final Showdown</div><div>Instant</div><div><p>Spree (Choose one or more additional costs.)</p><p>+ {1} -- All creatures lose all abilities until end of turn.</p><p>+ {1} -- Choose a creature you control. It gains indestructible until end of turn.</p><p>+ {3}{W}{W} -- Destroy all creatures.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Final Showdown</div><div>Instant</div><div><p>Spree (Choose one or more additional costs.)</p><p>+ {1} -- All creatures lose all abilities until end of turn.</p><p>+ {1} -- Choose a creature you control. It gains indestructible until end of turn.</p><p>+ {3}{W}{W} -- Destroy all creatures.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Final Showdown</div><div>Instant</div><div><p>Spree (Choose one or more additional costs.)</p><p>+ {1} -- All creatures lose all abilities until end of turn.</p><p>+ {1} -- Choose a creature you control. It gains indestructible until end of turn.</p><p>+ {3}{W}{W} -- Destroy all creatures.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div><p>{T}: Add {G}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                           | <div><div>Forest</div><div>Basic Land -- Forest</div><div><p>{T}: Add {G}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                   | <div><div>Get Out</div><div>Instant</div><div><p>Choose one --</p><p>* Counter target creature or enchantment spell.</p><p>* Return one or two target creatures and/or enchantments you own to your hand.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                    |

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| <div><div>Get Out</div><div><div>U</div><div>U</div></div><div>Instant</div><div>Choose one --<br/>* Counter target creature or enchantment spell.<br/>* Return one or two target creatures and/or enchantments you own to your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Get Out</div><div><div>U</div><div>U</div></div><div>Instant</div><div>Choose one --<br/>* Counter target creature or enchantment spell.<br/>* Return one or two target creatures and/or enchantments you own to your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hedge Maze</div><div>Land -- Forest Island</div><div>({T}: Add {G} 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> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                             | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                             | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                | <div><div>Jace, the Perfected Mind</div><div><div>2</div><div>U</div><div>UP</div></div><div>Legendary Planeswalker -- Jace</div><div>Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)<br/>[+1]: Until your next turn, up to one target creature gets -3/-0.<br/>[-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card.<br/>[-X]: Target player mills three times X cards.</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Jace, the Perfected Mind</div><div><div>2</div><div>U</div><div>UP</div></div></div><div>Legendary Planeswalker -- Jace</div><div>Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)<br/>[+1]: Until your next turn, up to one target creature gets -3/-0.<br/>[-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card.<br/>[-X]: Target player mills three times X cards.</div><div><div>L</div><div>5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Jace, the Perfected Mind</div><div><div>2</div><div>U</div><div>UP</div></div></div><div>Legendary Planeswalker -- Jace</div><div>Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)<br/>[+1]: Until your next turn, up to one target creature gets -3/-0.<br/>[-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card.<br/>[-X]: Target player mills three times X cards.</div><div><div>L</div><div>5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Joint Exploration</div><div><div>1</div><div>U</div></div></div><div>Instant</div><div>Kicker {G} (You may pay an additional {G} as you cast this spell.)<br/>Scry 2, then draw a card. If this spell was kicked, you may put a land card from your hand onto the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   | <div><div><div>Joint Exploration</div><div><div>1</div><div>U</div></div></div><div>Instant</div><div>Kicker {G} (You may pay an additional {G} as you cast this spell.)<br/>Scry 2, then draw a card. If this spell was kicked, you may put a land card from your hand onto the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   |
| <div><div><div>Joint Exploration</div><div><div>1</div><div>U</div></div></div><div>Instant</div><div>Kicker {G} (You may pay an additional {G} as you cast this spell.)<br/>Scry 2, then draw a card. If this spell was kicked, you may put a land card from your hand onto the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                               | <div><div><div>Joint Exploration</div><div><div>1</div><div>U</div></div></div><div>Instant</div><div>Kicker {G} (You may pay an additional {G} as you cast this spell.)<br/>Scry 2, then draw a card. If this spell was kicked, you may put a land card from your hand onto the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                               | <div><div><div>Long River's Pull</div><div><div>U</div><div>U</div></div></div><div>Instant</div><div>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)<br/>Counter target creature spell. If the gift was promised, instead counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Long River's Pull</div><div><div>U</div><div>U</div></div></div><div>Instant</div><div>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)<br/>Counter target creature spell. If the gift was promised, instead counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Long River's Pull</div> <div>Instant</div> <div>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Counter target creature spell. If the gift was promised, instead counter target spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Machine Over Matter</div> <div>Instant</div> <div>This spell costs {1} less to cast if you control an artifact creature. Return target nonland permanent to its owner's hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                | <div>Machine Over Matter</div> <div>Instant</div> <div>This spell costs {1} less to cast if you control an artifact creature. Return target nonland permanent to its owner's hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                             | <div>Meticulous Archive</div> <div>Land -- Plains Island</div> <div>({T}: Add {W} or {U}.) This land enters tapped. When this land enters, surveil 1. (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>Meticulous Archive</div> <div>Land -- Plains Island</div> <div>({T}: Add {W} or {U}.) This land enters tapped. When this land enters, surveil 1. (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>Meticulous Archive</div> <div>Land -- Plains Island</div> <div>({T}: Add {W} or {U}.) This land enters tapped. When this land enters, surveil 1. (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>Mirrex</div> <div>Land -- Sphere</div> <div>{T}: Add {C}. {T}: Add one mana of any color. Activate only if this land entered this turn. {3}, {T}: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." (Players dealt combat damage by it also get a poison counter.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Not on My Watch</div> <div>Instant</div> <div>Exile target attacking creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                               |

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| <div><div>Not on My Watch</div><div><div>1</div><div>W</div></div></div> <div><div>Instant</div><div>Exile target attacking creature.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Not on My Watch</div><div><div>1</div><div>W</div></div></div> <div><div>Instant</div><div>Exile target attacking creature.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                  | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                  |
| <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                 | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                 | <div><div>Realmbreaker, the Invasion Tree</div><div>3</div></div> <div><div>Legendary Artifact</div><div>{2}, {T}: Target opponent mills three cards. Put a land card from their graveyard onto the battlefield tapped under your control. It gains "If this land would leave the battlefield, exile it instead of putting it anywhere else."<br/>{10}, {T}, Sacrifice Realmbreaker: Search your library for any number of Praetor cards, put them onto the battlefield, then shuffle.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Realmbreaker, the Invasion Tree</div><div>3</div></div> <div><div>Legendary Artifact</div><div>{2}, {T}: Target opponent mills three cards. Put a land card from their graveyard onto the battlefield tapped under your control. It gains "If this land would leave the battlefield, exile it instead of putting it anywhere else."<br/>{10}, {T}, Sacrifice Realmbreaker: Search your library for any number of Praetor cards, put them onto the battlefield, then shuffle.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div>Roaring Furnace①Ⓡ</div><div>Enchantment -- Room</div><div>When you unlock this door, this Room deals damage equal to the number of cards in your hand to target creature an opponent controls.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>-----<br/>-- -- RIGHT HALF -- --</div><div>Steaming Sauna③ⓊⓊ</div><div>Enchantment -- Room</div><div>You have no maximum hand size.<br/>At the beginning of your end step, draw a card.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Roaring Furnace①Ⓡ</div><div>Enchantment -- Room</div><div>When you unlock this door, this Room deals damage equal to the number of cards in your hand to target creature an opponent controls.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>-----<br/>-- -- RIGHT HALF -- --</div><div>Steaming Sauna③ⓊⓊ</div><div>Enchantment -- Room</div><div>You have no maximum hand size.<br/>At the beginning of your end step, draw a card.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Silver ScrutinyⓧⓊⓊ</div><div>Sorcery</div><div>You may cast this spell as though it had flash if X is 3 or less.<br/>Draw X cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                           | <div><div>Three Steps AheadⓊ</div><div>Instant</div><div>Spree (Choose one or more additional costs.)<br/>+ {1}{U} -- Counter target spell.<br/>+ {3} -- Create a token that's a copy of target artifact or creature you control.<br/>+ {2} -- Draw two cards, then discard a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Three Steps AheadⓊ</div><div>Instant</div><div>Spree (Choose one or more additional costs.)<br/>+ {1}{U} -- Counter target spell.<br/>+ {3} -- Create a token that's a copy of target artifact or creature you control.<br/>+ {2} -- Draw two cards, then discard a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                  | <div><div>Three Steps AheadⓊ</div><div>Instant</div><div>Spree (Choose one or more additional costs.)<br/>+ {1}{U} -- Counter target spell.<br/>+ {3} -- Create a token that's a copy of target artifact or creature you control.<br/>+ {2} -- Draw two cards, then discard a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                  | <div><div>Titania's Command④ⓖⓖ</div><div>Sorcery</div><div>Choose two --<br/>* Exile target player's graveyard.<br/>You gain 1 life for each card exiled this way.<br/>* Search your library for up to two land cards, put them onto the battlefield tapped, then shuffle.<br/>* Create two 2/2 green Bear creature tokens.<br/>* Put two +1/+1 counters on each creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Union of the Third Path②Ⓦ</div><div>Instant</div><div>Draw a card, then you gain life equal to the number of cards in your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                          |

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| <div><div>Union of the Third Path (2)(W)</div><div>Instant</div><div>Draw a card, then you gain life equal to the number of cards in your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                              | <div><div>Yavimaya Coast</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                    | <div><div>Yavimaya Coast</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                        | <div><div>Yavimaya Coast</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                        |
| <div><div>Cease (1)(B/G)</div><div>Instant</div><div>Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.</div><div>[sideboard]</div><div>----- RIGHT HALF -----</div><div><div>Desist (4)(G/W)(G/W)</div><div>Sorcery</div><div>Destroy all artifacts and enchantments.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Cease (1)(B/G)</div><div>Instant</div><div>Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.</div><div>[sideboard]</div><div>----- RIGHT HALF -----</div><div><div>Desist (4)(G/W)(G/W)</div><div>Sorcery</div><div>Destroy all artifacts and enchantments.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Elspeth's Smite (W)</div><div>Instant</div><div>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Elspeth's Smite (W)</div><div>Instant</div><div>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

W

Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, 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

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

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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U

Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.)  
Return target creature or planeswalker you don't control to its owner's hand. If this spell was kicked, put that permanent on the bottom of its owner's library instead.

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U

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4 G G

Choose up to five {P} worth of modes. You may choose the same mode more than once.

{P} -- Put a +1/+1 counter on a creature you control. It gains vigilance and trample until end of turn.

{P}{P} -- Choose artifact or enchantment. Destroy all permanents of the chosen type.

{P}{P}{P} -- Draw cards equal to the greatest power among creatures you control.

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3 W W

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.

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| <div> Split Up <div> 1 W W </div> </div> <div> Sorcery </div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Destroy all tapped creatures.</li> <li>* Destroy all untapped creatures.</li> </ul> <div> [sideboard] </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Split Up <div> 1 W W </div> </div> <div> Sorcery </div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Destroy all tapped creatures.</li> <li>* Destroy all untapped creatures.</li> </ul> <div> [sideboard] </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Sunfall <div> 3 W W </div> </div> <div> Sorcery </div> <div> Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.) <div> [sideboard] </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |  |
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