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| <div> <b>Anoint with Affliction</b> <span>1</span><span>B</span> </div> <div> Instant </div> <div> <p>Exile target creature if it has mana value 3 or less.<br/>Corrupted -- Exile that creature instead if its controller has three or more poison counters.</p> </div> <div> <div>6/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                 | <div> <b>Archfiend of the Dross</b> <span>2</span><span>B</span><span>B</span> </div> <div> Creature -- Phyrexian Demon </div> <div> <p>Flying<br/>This creature enters with four oil counters on it.<br/>At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game.<br/>Whenever a creature an opponent controls dies, its controller loses 2 life.</p> </div> <div> <div>6/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Archfiend of the Dross</b> <span>2</span><span>B</span><span>B</span> </div> <div> Creature -- Phyrexian Demon </div> <div> <p>Flying<br/>This creature enters with four oil counters on it.<br/>At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game.<br/>Whenever a creature an opponent controls dies, its controller loses 2 life.</p> </div> <div> <div>6/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Archfiend of the Dross</b> <span>2</span><span>B</span><span>B</span> </div> <div> Creature -- Phyrexian Demon </div> <div> <p>Flying<br/>This creature enters with four oil counters on it.<br/>At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game.<br/>Whenever a creature an opponent controls dies, its controller loses 2 life.</p> </div> <div> <div>6/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
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| <div>Blazemire Verge</div> <div>Land</div> <div>{T}: Add {B}.</div> <div>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Bloodletter of Aclazotz 1BBB</div> <div>Creature -- Vampire Demon</div> <div>Flying</div> <div>If an opponent would lose life during your turn, they lose twice that much life instead. (Damage causes loss of life.)</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Bloodletter of Aclazotz 1BBB</div> <div>Creature -- Vampire Demon</div> <div>Flying</div> <div>If an opponent would lose life during your turn, they lose twice that much life instead. (Damage causes loss of life.)</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Bloodletter of Aclazotz 1BBB</div> <div>Creature -- Vampire Demon</div> <div>Flying</div> <div>If an opponent would lose life during your turn, they lose twice that much life instead. (Damage causes loss of life.)</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Caves of Koilos</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {W} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>             | <div>Caves of Koilos</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {W} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                            | <div>Caves of Koilos</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {W} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                            | <div>Caves of Koilos</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {W} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                            |

## Concealed Courtyard

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cruelclaw's Heist

BB

## Sorcery

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.)  
Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it.

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Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Cut Down** (B)

**B**

Instant

Destroy target creature with total power and toughness 5 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Cut Down** (B)

**B**

Instant

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Cut Down</div><div>B</div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                 | <div><div>Demolition Field</div><div></div><div>Land</div><div>{T}: Add {C}.<br/>{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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Duress</div><div>B</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                           | <div><div>Duress</div><div>B</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Duress</div><div>B</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fountainport</div><div></div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice a token: Draw a card.<br/>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br/>{4}, {T}: Create a Treasure token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                     | <div><div>Get Lost</div><div>1W</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> | <div><div>Go for the Throat</div><div>1B</div><div>Instant</div><div>Destroy target nonartifact creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                    |

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| <div> Go for the Throat 1B </div> <div> Instant </div> <div> Destroy target nonartifact creature. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                          | <div> Legions to Ashes 1WB </div> <div> Sorcery </div> <div> Exile target nonland permanent an opponent controls and all tokens that player controls with the same name as that permanent. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                  | <div> Legions to Ashes 1WB </div> <div> Sorcery </div> <div> Exile target nonland permanent an opponent controls and all tokens that player controls with the same name as that permanent. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                     | <div> Liliana of the Veil 1BB </div> <div> Legendary Planeswalker -- Liliana </div> <div> [+1]: Each player discards a card.<br/> [-2]: Target player sacrifices a creature.<br/> [-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice. </div> <div> L 3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> Liliana of the Veil 1BB </div> <div> Legendary Planeswalker -- Liliana </div> <div> [+1]: Each player discards a card.<br/> [-2]: Target player sacrifices a creature.<br/> [-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice. </div> <div> L 3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Nowhere to Run 1B </div> <div> Enchantment </div> <div> Flash<br/> When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Restless Fortress </div> <div> Land </div> <div> This land enters tapped.<br/> {T}: Add {W} or {B}.<br/> {2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.<br/> Whenever this land attacks, defending player loses 2 life and you gain 2 life. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Restless Fortress </div> <div> Land </div> <div> This land enters tapped.<br/> {T}: Add {W} or {B}.<br/> {2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.<br/> Whenever this land attacks, defending player loses 2 life and you gain 2 life. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                             |

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| <div><div>Restless Fortress</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {W} or {B}.</p><p>{2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.</p><p>Whenever this land attacks, defending player loses 2 life and you gain 2 life.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sandstorm Verge</div><div>Land -- Desert</div><div><p>{T}: Add {C}.</p><p>{3}, {T}: Target creature can't block this turn. Activate only as a sorcery.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                  | <div><div>Shadowy Backstreet</div><div>Land -- Plains Swamp</div><div><p>{T}: Add {W} or {B}.)</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 PLAYbotbox.dev</div></div> | <div><div>Shadowy Backstreet</div><div>Land -- Plains Swamp</div><div><p>{T}: Add {W} or {B}.)</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 PLAYbotbox.dev</div></div> |
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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <div>Unholy Annex2B</div> <div>Enchantment -- Room</div> <div>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.<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>----- RIGHT HALF -----</div> <div>Ritual Chamber3BB</div> <div>Enchantment -- Room</div> <div>When you unlock this door, create a 6/6 black Demon creature token with flying.<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>Unholy Annex2B</div> <div>Enchantment -- Room</div> <div>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.<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>----- RIGHT HALF -----</div> <div>Ritual Chamber3BB</div> <div>Enchantment -- Room</div> <div>When you unlock this door, create a 6/6 black Demon creature token with flying.<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>Unholy Annex2B</div> <div>Enchantment -- Room</div> <div>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.<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>----- RIGHT HALF -----</div> <div>Ritual Chamber3BB</div> <div>Enchantment -- Room</div> <div>When you unlock this door, create a 6/6 black Demon creature token with flying.<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>Unholy Annex2B</div> <div>Enchantment -- Room</div> <div>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.<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>----- RIGHT HALF -----</div> <div>Ritual Chamber3BB</div> <div>Enchantment -- Room</div> <div>When you unlock this door, create a 6/6 black Demon creature token with flying.<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> |

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| <b>Unstoppable Slasher</b> (2)(B)<br>Creature -- Zombie Assassin<br><hr/> Deathtouch<br>Whenever this creature deals combat damage to a player, they lose half their life, rounded up.<br>When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.<br><div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Unstoppable Slasher</b> (2)(B)<br>Creature -- Zombie Assassin<br><hr/> Deathtouch<br>Whenever this creature deals combat damage to a player, they lose half their life, rounded up.<br>When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.<br><div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                   | <b>Unstoppable Slasher</b> (2)(B)<br>Creature -- Zombie Assassin<br><hr/> Deathtouch<br>Whenever this creature deals combat damage to a player, they lose half their life, rounded up.<br>When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.<br><div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                   | <b>Unstoppable Slasher</b> (2)(B)<br>Creature -- Zombie Assassin<br><hr/> Deathtouch<br>Whenever this creature deals combat damage to a player, they lose half their life, rounded up.<br>When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.<br><div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                               |
| <b>Anoint with Affliction</b> (1)(B)<br>Instant<br><hr/> Exile target creature if it has mana value 3 or less.<br>Corrupted -- Exile that creature instead if its controller has three or more poison counters.<br>[sideboard]<br><div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                              | <b>Beza, the Bounding Spring</b> (2)(W)(W)<br>Legendary Creature -- Elemental Elk<br><hr/> 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.<br>[sideboard]<br><div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Cruelclaw's Heist</b> (B)(B)<br>Sorcery<br><hr/> 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>Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it.<br>[sideboard]<br><div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Deadly Cover-Up</b> (3)(B)(B)<br>Sorcery<br><hr/> As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.<br>[sideboard]<br><div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div><div>Ghost Vacuum</div><div>1</div></div><div>Artifact</div><div>{T}: Exile target card from a graveyard.<br/>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ghost Vacuum</div><div>1</div></div><div>Artifact</div><div>{T}: Exile target card from a graveyard.<br/>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Kaya, Intangible Slayer</div><div>3WWBB</div></div><div>Legendary Planeswalker -- Kaya</div><div>Hexproof<br/>[+2]: Each opponent loses 3 life and you gain 3 life.<br/>[0]: You draw two cards. Then each opponent may scry 1.<br/>[-3]: Exile target creature or enchantment. If it wasn't an Aura, create a token that's a copy of it, except it's a 1/1 white Spirit creature with flying in addition to its other types.</div><div>[sideboard]</div><div>L 6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Legions to Ashes</div><div>1WB</div></div><div>Sorcery</div><div>Exile target nonland permanent an opponent controls and all tokens that player controls with the same name as that permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Rest in Peace</div><div>1W</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><div>Rest in Peace</div><div>1W</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><div>Temporary Lockdown</div><div>1WWW</div></div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                 |

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| <div> <b>Temporary Lockdown</b> <span>1</span><span>W</span><span>W</span> </div> <div> <b>Enchantment</b> </div> <div> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Temporary Lockdown</b> <span>1</span><span>W</span><span>W</span> </div> <div> <b>Enchantment</b> </div> <div> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>The Eternal Wanderer</b> <span>4</span><span>W</span><span>W</span> </div> <div> <b>Legendary Planeswalker</b> </div> <div> <p>No more than one creature can attack The Eternal Wanderer each combat.</p> <p>[+1]: Exile up to one target artifact or creature. Return that card to the battlefield under its owner's control at the beginning of that player's next end step.</p> <p>[0]: Create a 2/2 white Samurai creature token with double strike.</p> <p>[-4]: For each player, choose a creature that player controls. Each player sacrifices all creatures they control not chosen this way.</p> <p>[sideboard]</p> </div> <div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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