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| <div><div><div>Bonecrusher Giant</div><div>2R</div></div><div>Creature -- Giant</div><div>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</div><div>4/3</div><div>----- ADVENTURE -----</div><div><div>Stomp</div><div>1R</div></div><div>Instant -- Adventure</div><div>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div><div>Bonecrusher Giant</div><div>2R</div></div><div>Creature -- Giant</div><div>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</div><div>4/3</div><div>----- ADVENTURE -----</div><div><div>Stomp</div><div>1R</div></div><div>Instant -- Adventure</div><div>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bonecrusher Giant</div><div>2R</div></div><div>Creature -- Giant</div><div>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</div><div>4/3</div><div>----- ADVENTURE -----</div><div><div>Stomp</div><div>1R</div></div><div>Instant -- Adventure</div><div>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bonecrusher Giant</div><div>2R</div></div><div>Creature -- Giant</div><div>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</div><div>4/3</div><div>----- ADVENTURE -----</div><div><div>Stomp</div><div>1R</div></div><div>Instant -- Adventure</div><div>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Boseiju, Who Endures</div></div><div>Legendary Land</div><div>{T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. 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><div>Breeding Pool</div></div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.) 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><div>Breeding Pool</div></div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.) 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><div>Bring to Light</div><div>3GU</div></div><div>Sorcery</div><div>Converge -- Search your library for a creature, instant, or sorcery card with mana value less than or equal to the number of colors of mana spent to cast this spell, exile that card, then shuffle. You may cast that card without paying its mana cost.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                          |

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| <div> <div>Bring to Light</div> <div>36U</div> </div> <div>Sorcery</div> <div> Converge -- Search your library for a creature, instant, or sorcery card with mana value less than or equal to the number of colors of mana spent to cast this spell, exile that card, then shuffle. You may cast that card without paying its mana cost. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                               | <div> <div>Bring to Light</div> <div>36U</div> </div> <div>Sorcery</div> <div> Converge -- Search your library for a creature, instant, or sorcery card with mana value less than or equal to the number of colors of mana spent to cast this spell, exile that card, then shuffle. You may cast that card without paying its mana cost. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                               | <div> <div>Bring to Light</div> <div>36U</div> </div> <div>Sorcery</div> <div> Converge -- Search your library for a creature, instant, or sorcery card with mana value less than or equal to the number of colors of mana spent to cast this spell, exile that card, then shuffle. You may cast that card without paying its mana cost. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                               | <div> <div>Chromatic Lantern</div> <div>3</div> </div> <div>Artifact</div> <div> Lands you control have "{T}: Add one mana of any color."<br/> {T}: Add one mana of any color. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                         |
| <div> <div>Codie, Vociferous Codex</div> <div>3</div> </div> <div>Legendary Artifact Creature -- Book Construct</div> <div> You can't cast permanent spells. {4}, {T}: Add {W}{U}{B}{R}{G}. When you next cast a spell this turn, exile cards from the top of your library until you exile an instant or sorcery card with lesser mana value. Until end of turn, you may cast that card without paying its mana cost. Put each other card exiled this way on the bottom of your library in a random order. </div> <div> <div>1/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Codie, Vociferous Codex</div> <div>3</div> </div> <div>Legendary Artifact Creature -- Book Construct</div> <div> You can't cast permanent spells. {4}, {T}: Add {W}{U}{B}{R}{G}. When you next cast a spell this turn, exile cards from the top of your library until you exile an instant or sorcery card with lesser mana value. Until end of turn, you may cast that card without paying its mana cost. Put each other card exiled this way on the bottom of your library in a random order. </div> <div> <div>1/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Codie, Vociferous Codex</div> <div>3</div> </div> <div>Legendary Artifact Creature -- Book Construct</div> <div> You can't cast permanent spells. {4}, {T}: Add {W}{U}{B}{R}{G}. When you next cast a spell this turn, exile cards from the top of your library until you exile an instant or sorcery card with lesser mana value. Until end of turn, you may cast that card without paying its mana cost. Put each other card exiled this way on the bottom of your library in a random order. </div> <div> <div>1/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Codie, Vociferous Codex</div> <div>3</div> </div> <div>Legendary Artifact Creature -- Book Construct</div> <div> You can't cast permanent spells. {4}, {T}: Add {W}{U}{B}{R}{G}. When you next cast a spell this turn, exile cards from the top of your library until you exile an instant or sorcery card with lesser mana value. Until end of turn, you may cast that card without paying its mana cost. Put each other card exiled this way on the bottom of your library in a random order. </div> <div> <div>1/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div> <div>Dragonlord Ojutai</div> <div> <div>3</div> <div>W</div> <div>U</div> </div> </div> <div> <div> <div>Legendary Creature -- Elder Dragon</div> <div> <div>Flying</div> <div>Dragonlord Ojutai has hexproof as long as it's untapped.</div> <div>Whenever Dragonlord Ojutai deals combat damage to a player, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.</div> </div> </div> <div> <div>5/4</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Eiganjo, Seat of the Empire</div> <div></div> </div> <div> <div> <div>Legendary Land</div> <div> <div>{T}: Add {W}.</div> <div>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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Elvish Mystic</div> <div> <div>G</div> </div> </div> <div> <div> <div>Creature -- Elf Druid</div> <div> <div>{T}: Add {G}.</div> </div> </div> <div> <div>1/1</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                                                            | <div> <div>Elvish Mystic</div> <div> <div>G</div> </div> </div> <div> <div> <div>Creature -- Elf Druid</div> <div> <div>{T}: Add {G}.</div> </div> </div> <div> <div>1/1</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div></div>                                                                                    |
| <div> <div>Elvish Mystic</div> <div> <div>G</div> </div> </div> <div> <div> <div>Creature -- Elf Druid</div> <div> <div>{T}: Add {G}.</div> </div> </div> <div> <div>1/1</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div></div>                                                                                                                                                                                                                                                                                                                      | <div> <div>Escape to the Wilds</div> <div> <div>3</div> <div>R</div> <div>G</div> </div> </div> <div> <div> <div>Sorcery</div> <div> <div>Exile the top five cards of your library. You may play cards exiled this way until the end of your next turn.</div> <div>You may play an additional land this turn.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div></div>                 | <div> <div>Escape to the Wilds</div> <div> <div>3</div> <div>R</div> <div>G</div> </div> </div> <div> <div> <div>Sorcery</div> <div> <div>Exile the top five cards of your library. You may play cards exiled this way until the end of your next turn.</div> <div>You may play an additional land this turn.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div></div> | <div> <div>Fateful Handoff</div> <div> <div>3</div> <div>B</div> </div> </div> <div> <div> <div>Sorcery</div> <div> <div>Draw cards equal to the mana value of target artifact or creature you control. An opponent gains control of that permanent.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div></div> |

3 B

Draw cards equal to the mana value of target artifact or creature you control. An opponent gains control of that permanent.

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$$(\{T\}: \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}: Add {G}.

{T}: Add {W}. Activate only if you control a Forest or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}: Add {G}.  
{T}: Add {W}. Activate only if you control a Forest or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}: Add {G}.  
{T}: Add {W}. Activate only if you control a Forest or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Whenever Kellan attacks, reveal the top card of your library. If it's a creature card with mana value 3 or less, put it into your hand. Otherwise, you may put it into your graveyard.

2/3

- - - ADVENTURE - - -

Create X Map tokens, where X is one plus the number of opponents who control an artifact. (Then exile this card. You may cast the creature later from exile.)

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Whenever Kellan attacks, reveal the top card of your library. If it's a creature card with mana value 3 or less, put it into your hand. Otherwise, you may put it into your graveyard.

2/3

- - - ADVENTURE - -

Create X Map tokens, where X is one plus the number of opponents who control an artifact. (Then exile this card. You may cast the creature later from exile.)

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({T}: Add {G}, {U}, or {R}.)  
 This land enters tapped.  
 Cycling {3} ({3}, Discard this card:  
 Draw a card.)

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| <div>Llanowar Elves</div> <div>6</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                    | <div>Llanowar Elves</div> <div>6</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                              | <div>Llanowar Elves</div> <div>6</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                | <div>Mana Confluence</div> <div>Land</div> <div>{T}, Pay 1 life: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                              |
| <div>Otawara, Soaring City</div> <div>Legendary Land</div> <div>{T}: Add {U}.<br/>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Raffine's Tower</div> <div>Land -- Plains Island Swamp</div> <div>{T}: Add {W}, {U}, or {B}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Raugrin Triome</div> <div>Land -- Island Mountain Plains</div> <div>{T}: Add {U}, {R}, or {W}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Raugrin Triome</div> <div>Land -- Island Mountain Plains</div> <div>{T}: Add {U}, {R}, or {W}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Raugrin Triome</div><div>Land -- Island Mountain Plains</div><div><div>({T}: Add {U}, {R}, or {W}.)</div><div>This land enters tapped.</div><div>Cycling {3} ({3}, Discard this card: Draw a card.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Restless Anchorage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {W} or {U}.</div><div>{1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.</div><div>Whenever this land attacks, create a Map token.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Ride's End</div><div>Instant</div><div><div>This spell costs {3} less to cast if it targets a tapped permanent.</div><div>Exile target creature or Vehicle.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>               | <div><div><div>Ride's End</div><div>Instant</div><div><div>This spell costs {3} less to cast if it targets a tapped permanent.</div><div>Exile target creature or Vehicle.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                   |
| <div><div><div>Ride's End</div><div>Instant</div><div><div>This spell costs {3} less to cast if it targets a tapped permanent.</div><div>Exile target creature or Vehicle.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                         | <div><div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div><div>({T}: Add {R} or {W}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                       | <div><div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div><div>({T}: Add {R} or {W}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Sphinx of Foresight</div><div>Creature -- Sphinx</div><div><div>You may reveal this card from your opening hand. If you do, scry 3 at the beginning of your first upkeep.</div><div>Flying</div><div>At the beginning of your upkeep, scry 1.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Sphinx of Foresight (2)(U)(U)</div><div>Creature -- Sphinx</div><div>You may reveal this card from your opening hand. If you do, scry 3 at the beginning of your first upkeep. Flying<br/>At the beginning of your upkeep, scry 1.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>({T}: Add {R} or {G}.)<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>Stomping Ground</div><div>Land -- Mountain Forest</div><div>({T}: Add {R} or {G}.)<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>Stomping Ground</div><div>Land -- Mountain Forest</div><div>({T}: Add {R} or {G}.)<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>Stomping Ground</div><div>Land -- Mountain Forest</div><div>({T}: Add {R} or {G}.)<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>Stormcarved Coast</div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                         | <div><div>Temple Garden</div><div>Land -- Forest Plains</div><div>({T}: Add {G} 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></div>     | <div><div>Temple Garden</div><div>Land -- Forest Plains</div><div>({T}: Add {G} 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></div>     |

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| <div> <b>Temple Garden</b> </div> <div> Land -- Forest Plains </div> <div> ({T}: Add {G} 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 PLAY    botbox.dev </div>                                                                                                              | <div> <b>Urza's Ruinous Blast</b> </div> <div> Legendary Sorcery </div> <div> (You may cast a legendary sorcery only if you control a legendary creature or planeswalker.)<br/> Exile all nonland permanents that aren't legendary. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                           | <div> <b>Urza's Ruinous Blast</b> </div> <div> Legendary Sorcery </div> <div> (You may cast a legendary sorcery only if you control a legendary creature or planeswalker.)<br/> Exile all nonland permanents that aren't legendary. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                    | <div> <b>Warrant</b> </div> <div> Instant </div> <div> Put target attacking or blocking creature on top of its owner's library. </div> <div> <div> <div> </div> <div> </div> </div> </div> <div> <b>Warden</b> </div> <div> Sorcery </div> <div> Create a 4/4 white and blue Sphinx creature token with flying and vigilance. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> |
| <div> <b>Alpine Moon</b> </div> <div> Enchantment </div> <div> As this enchantment enters, choose a nonbasic land card name.<br/> Lands your opponents control with the chosen name lose all land types and abilities, and they gain "{T}: Add one mana of any color."<br/><br/> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Brazen Borrower</b> </div> <div> Creature -- Faerie Rogue </div> <div> Flash<br/> Flying<br/> This creature can block only creatures with flying.<br/><br/> [sideboard] </div> <div> <div> <div> </div> <div> </div> </div> </div> <div> <b>Petty Theft</b> </div> <div> Instant -- Adventure </div> <div> Return target nonland permanent an opponent controls to its owner's hand. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Cease</b> </div> <div> Instant </div> <div> Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.<br/><br/> [sideboard] </div> <div> <div> <div> </div> <div> </div> </div> </div> <div> <b>Desist</b> </div> <div> Sorcery </div> <div> Destroy all artifacts and enchantments. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Containment Priest</b> </div> <div> Creature -- Human Cleric </div> <div> Flash<br/> If a nontoken creature would enter and it wasn't cast, exile it instead.<br/><br/> [sideboard] </div> <div> <div> <div> </div> <div> </div> </div> </div> <div> <div> <div> </div> <div> </div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                          |

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| <div><div><div>Fable of the Mirror-Breaker (2)(R)</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>[sideboard]</div><div>----- BACK FACE -----</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Fiendslayer Paladin (1)(W)(W)</div><div>Creature -- Human Knight</div><div>First strike (This creature deals combat damage before creatures without first strike.)<br/>Lifelink (Damage dealt by this creature also causes you to gain that much life.)<br/>This creature can't be the target of black or red spells your opponents control.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Hushbringer (1)(W)</div><div>Creature -- Faerie</div><div>Flying, lifelink<br/>Creatures entering or dying don't cause abilities to trigger.</div><div>[sideboard]</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                          | <div><div><div>Hushbringer (1)(W)</div><div>Creature -- Faerie</div><div>Flying, lifelink<br/>Creatures entering or dying don't cause abilities to trigger.</div><div>[sideboard]</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Ill-Timed Explosion (2)(U)(R)</div><div>Sorcery</div><div>Draw two cards. Then you may discard two cards. When you do, Ill-Timed Explosion deals X damage to each creature, where X is the greatest mana value among cards discarded this way.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | <div><div><div>Ill-Timed Explosion (2)(U)(R)</div><div>Sorcery</div><div>Draw two cards. Then you may discard two cards. When you do, Ill-Timed Explosion deals X damage to each creature, where X is the greatest mana value among cards discarded this way.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                             | <div><div><div>Leyline Binding (5)(W)</div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.<br/>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Rending Volley (R)</div><div>Instant</div><div>This spell can't be countered.<br/>Rending Volley deals 4 damage to target white or blue creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>          |

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| <div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile all graveyards.</p> <p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Slaughter Games</div> <div> <div>2</div> <div>B</div> <div>R</div> </div> </div> <div> <div>Sorcery</div> <div> <p>This spell can't be countered.</p> <p>Choose a nonland card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Weathered Runestone</div> <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div> <p>Nonland permanent cards in graveyards and libraries can't enter the battlefield.</p> <p>Players can't cast spells from graveyards or libraries.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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