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| <div><div>Candy Grapple</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>Target creature gets -3/-3 until end of turn. If this spell was bargained, that creature gets -5/-5 until end of turn instead.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                             | <div><div>Candy Grapple</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>Target creature gets -3/-3 until end of turn. If this spell was bargained, that creature gets -5/-5 until end of turn instead.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                             | <div><div>Candy Grapple</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>Target creature gets -3/-3 until end of turn. If this spell was bargained, that creature gets -5/-5 until end of turn instead.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Candy Grapple</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>Target creature gets -3/-3 until end of turn. If this spell was bargained, that creature gets -5/-5 until end of turn instead.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Carrot Cake</div><div><div>1</div><div>W</div></div></div> <div><div>Artifact -- Food</div><div>When this artifact enters and when you sacrifice it, create a 1/1 white Rabbit creature token and scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>{2}, {T}, Sacrifice this artifact: You gain 3 life.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Carrot Cake</div><div><div>1</div><div>W</div></div></div> <div><div>Artifact -- Food</div><div>When this artifact enters and when you sacrifice it, create a 1/1 white Rabbit creature token and scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>{2}, {T}, Sacrifice this artifact: You gain 3 life.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Choked Estuary</div></div> <div><div>Land</div><div>As this land enters, you may reveal an Island or Swamp card from your hand. If you don't, this land enters tapped.<br/>{T}: Add {U} or {B}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                    | <div><div>Choked Estuary</div></div> <div><div>Land</div><div>As this land enters, you may reveal an Island or Swamp card from your hand. If you don't, this land enters tapped.<br/>{T}: Add {U} or {B}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                    |

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| <div><div>Choked Estuary</div><div>Land</div><div>As this land enters, you may reveal an Island or Swamp card from your hand. If you don't, this land enters tapped.<br/>{T}: Add {U} or {B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Choked Estuary</div><div>Land</div><div>As this land enters, you may reveal an Island or Swamp card from your hand. If you don't, this land enters tapped.<br/>{T}: Add {U} or {B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                    | <div><div>Cut Down</div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                 | <div><div>Cut Down</div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                 |
| <div><div>Cut Down</div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                              | <div><div>Decree of Justice</div><div>Sorcery</div><div>Create X 4/4 white Angel creature tokens with flying.<br/>Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)<br/>When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Decree of Justice</div><div>Sorcery</div><div>Create X 4/4 white Angel creature tokens with flying.<br/>Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)<br/>When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Decree of Justice</div><div>Sorcery</div><div>Create X 4/4 white Angel creature tokens with flying.<br/>Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)<br/>When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Gates of Istfell</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W}.<br/>{2}{W}{U}{U}, {T}, Sacrifice this land: You gain 2 life and draw two cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                     | <div><div>Gate to Seatower</div><div>Land -- Island Gate</div><div>( {T}: Add {U}.)<br/>Gate to Seatower enters the battlefield tapped.<br/>{3}{U}, {T}: Seek a nonland card.<br/>Activate only once.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gate to the Citadel</div><div>Land -- Plains Gate</div><div>( {T}: Add {W}.)<br/>Gate to the Citadel enters the battlefield tapped.<br/>{3}{W}, {T}: Seek a nonland card.<br/>Activate only once.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hard Evidence</div><div>Sorcery</div><div>Create a 0/3 blue Crab creature token.<br/>Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Hard Evidence</div><div>Sorcery</div><div>Create a 0/3 blue Crab creature token.<br/>Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hatching Plans</div><div>Enchantment</div><div>When this enchantment is put into a graveyard from the battlefield, draw three cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                        | <div><div>Hatching Plans</div><div>Enchantment</div><div>When this enchantment is put into a graveyard from the battlefield, draw three cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              | <div><div>Hatching Plans</div><div>Enchantment</div><div>When this enchantment is put into a graveyard from the battlefield, draw three cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     |

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| <div><div><div>Hatching Plans</div><div><div>1</div><div>U</div></div></div><div><div>Enchantment</div><div>When this enchantment is put into a graveyard from the battlefield, draw three cards.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                      | <div><div><div>Ice Out</div><div><div>1</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>This spell costs {1} less to cast if it's bargained.<br/>Counter target spell.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Ice Out</div><div><div>1</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>This spell costs {1} less to cast if it's bargained.<br/>Counter target spell.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Ice Out</div><div><div>1</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>This spell costs {1} less to cast if it's bargained.<br/>Counter target spell.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><div>Ice Out</div><div><div>1</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>This spell costs {1} less to cast if it's bargained.<br/>Counter target spell.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Ichor Wellspring</div><div><div>2</div></div></div><div><div>Artifact</div><div>When this artifact enters or is put into a graveyard from the battlefield, draw a card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                 | <div><div><div>Ichor Wellspring</div><div><div>2</div></div></div><div><div>Artifact</div><div>When this artifact enters or is put into a graveyard from the battlefield, draw a card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                 | <div><div><div>Idyllic Beachfront</div></div><div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)<br/>This land enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                             |

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| <div><div><div>Idyllic Beachfront</div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)<br/>This land enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                           | <div><div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                     | <div><div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Lingering Souls</div><div>2W</div><div>Sorcery</div><div>Create two 1/1 white Spirit creature tokens with flying.<br/>Flashback {1}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Lingering Souls</div><div>2W</div><div>Sorcery</div><div>Create two 1/1 white Spirit creature tokens with flying.<br/>Flashback {1}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Lórien Revealed</div><div>3UU</div><div>Sorcery</div><div>Draw three cards.<br/>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Plains</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><div><div>Portable Hole</div><div>W</div><div>Artifact</div><div>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                |

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| <div><div>Port Town</div><div>Land</div><div>As this land enters, you may reveal a Plains or Island card from your hand. If you don't, this land enters tapped.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                   | <div><div>Port Town</div><div>Land</div><div>As this land enters, you may reveal a Plains or Island card from your hand. If you don't, this land enters tapped.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                   | <div><div>Port Town</div><div>Land</div><div>As this land enters, you may reveal a Plains or Island card from your hand. If you don't, this land enters tapped.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                   | <div><div>Port Town</div><div>Land</div><div>As this land enters, you may reveal a Plains or Island card from your hand. If you don't, this land enters tapped.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                   |
| <div><div>Rite of OblivionWB</div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice a nonland permanent.<br/>Exile target nonland permanent.<br/>Flashback {2}{W}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rite of OblivionWB</div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice a nonland permanent.<br/>Exile target nonland permanent.<br/>Flashback {2}{W}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rite of OblivionWB</div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice a nonland permanent.<br/>Exile target nonland permanent.<br/>Flashback {2}{W}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rite of OblivionWB</div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice a nonland permanent.<br/>Exile target nonland permanent.<br/>Flashback {2}{W}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Saheeli, Sublime Artificer (1)(U/R)(U/R)</div> <div>Legendary Planeswalker -- Saheeli</div> <div>Whenever you cast a noncreature spell, create a 1/1 colorless Servo artifact creature token.<br/>[-2]: Target artifact you control becomes a copy of another target artifact or creature you control until end of turn, except it's an artifact in addition to its other types.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Saheeli, Sublime Artificer (1)(U/R)(U/R)</div> <div>Legendary Planeswalker -- Saheeli</div> <div>Whenever you cast a noncreature spell, create a 1/1 colorless Servo artifact creature token.<br/>[-2]: Target artifact you control becomes a copy of another target artifact or creature you control until end of turn, except it's an artifact in addition to its other types.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sever the Bloodline (3)(B)</div> <div>Sorcery</div> <div>Exile target creature and all other creatures with the same name as that creature.<br/>Flashback {5}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sheoldred's Edict (1)(B)</div> <div>Instant</div> <div>Choose one --<br/>* Each opponent sacrifices a nontoken creature of their choice.<br/>* Each opponent sacrifices a creature token of their choice.<br/>* Each opponent sacrifices a planeswalker of their choice.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Stern Scolding (U)</div> <div>Instant</div> <div>Counter target creature spell with power or toughness 2 or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                               | <div>Stern Scolding (U)</div> <div>Instant</div> <div>Counter target creature spell with power or toughness 2 or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                               | <div>Sunlit Marsh</div> <div>Land -- Plains Swamp</div> <div>([T]): Add [W] or [B].)<br/>This land enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                            | <div>Sunlit Marsh</div> <div>Land -- Plains Swamp</div> <div>([T]): Add [W] or [B].)<br/>This land enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                             |

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| <div><div>Sunlit Marsh</div><div>Land -- Plains Swamp</div><div>([T]): Add [W] or [B].)<br/>This land enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                | <div><div>Sunlit Marsh</div><div>Land -- Plains Swamp</div><div>([T]): Add [W] or [B].)<br/>This land enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>([T]): Add [B].)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                          | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>([T]): Add [B].)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                         |
| <div><div>Cry of the Carnarium 1BB</div><div>Sorcery</div><div>All creatures get -2/-2 until end of turn. Exile all creature cards in all graveyards that were put there from the battlefield this turn. If a creature would die this turn, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cry of the Carnarium 1BB</div><div>Sorcery</div><div>All creatures get -2/-2 until end of turn. Exile all creature cards in all graveyards that were put there from the battlefield this turn. If a creature would die this turn, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Defabricate 1U</div><div>Instant</div><div>Choose one --<br/>* Counter target artifact or enchantment spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.<br/>* Counter target activated or triggered ability.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Exorcise 1W</div><div>Sorcery</div><div>Exile target artifact, enchantment, or creature with power 4 or greater.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Exercise<div>1W</div></div><div>Sorcery</div><div>Exile target artifact, enchantment, or creature with power 4 or greater.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                 | <div><div>Glistening Deluge<div>1BB</div></div><div>Sorcery</div><div>All creatures get -1/-1 until end of turn. Creatures that are green and/or white get an additional -2/-2 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                  | <div><div>Lingering Souls<div>2W</div></div><div>Sorcery</div><div>Create two 1/1 white Spirit creature tokens with flying.<br/>Flashback {1}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  | <div><div>Lingering Souls<div>2W</div></div><div>Sorcery</div><div>Create two 1/1 white Spirit creature tokens with flying.<br/>Flashback {1}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  |
| <div><div>Mistveil Plains</div><div>Land -- Plains</div><div>{T}: Add {W}.)<br/>This land enters tapped.<br/>{W}, {T}: Put target card from your graveyard on the bottom of your library. Activate only if you control two or more white permanents.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Narset, Parter of Veils<div>1UU</div></div><div>Legendary Planeswalker -- Narset</div><div>Each opponent can't draw more than one card each turn.<br/>[-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div><div>[sideboard]</div><div>L5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stone of Erech<div>1</div></div><div>Legendary Artifact</div><div>If a creature an opponent controls would die, exile it instead.<br/>{2}, {T}, Sacrifice Stone of Erech: Exile target player's graveyard.<br/>Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stone of Erech<div>1</div></div><div>Legendary Artifact</div><div>If a creature an opponent controls would die, exile it instead.<br/>{2}, {T}, Sacrifice Stone of Erech: Exile target player's graveyard.<br/>Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Sunset Revelry</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Sorcery</div> <div> <p>If an opponent has more life than you, you gain 4 life.</p> <p>If an opponent controls more creatures than you, create two 1/1 white Human creature tokens.</p> <p>If an opponent has more cards in hand than you, draw a card.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sunset Revelry</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Sorcery</div> <div> <p>If an opponent has more life than you, you gain 4 life.</p> <p>If an opponent controls more creatures than you, create two 1/1 white Human creature tokens.</p> <p>If an opponent has more cards in hand than you, draw a card.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Surge of Salvation</div> <div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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