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| <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                | <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | <div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                               |
| <div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Brutal Cathar2W</div><div>Creature -- Human Soldier Werewolf</div><div>Whenever this creature enters or transforms into Brutal Cathar, exile target creature an opponent controls until this creature leaves the battlefield.<br/>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div><div>2/2</div><div>--- BACK FACE ---</div><div>Moonrage Brute</div><div>Creature -- Werewolf</div><div>First strike<br/>Ward--Pay 3 life.<br/>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Brutal Cathar2W</div><div>Creature -- Human Soldier Werewolf</div><div>Whenever this creature enters or transforms into Brutal Cathar, exile target creature an opponent controls until this creature leaves the battlefield.<br/>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div><div>2/2</div><div>--- BACK FACE ---</div><div>Moonrage Brute</div><div>Creature -- Werewolf</div><div>First strike<br/>Ward--Pay 3 life.<br/>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Esper Sentinel</div><div>Artifact Creature -- Human Soldier</div><div>Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is this creature's power.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Esper Sentinel</div><div>Artifact Creature -- Human Soldier</div><div>Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is this creature's power.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Esper Sentinel</div><div>Artifact Creature -- Human Soldier</div><div>Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is this creature's power.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Esper Sentinel</div><div>Artifact Creature -- Human Soldier</div><div>Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is this creature's power.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Ethersworn Canonist</div><div>Artifact Creature -- Human Cleric</div><div>Each player who has cast a nonartifact spell this turn can't cast additional nonartifact spells.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           |



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| <div><div><div>Mox Opal</div><div>0</div></div><div>Legendary Artifact</div><div>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</div><div><div>0/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ornithopter</div><div>0</div></div><div>Artifact Creature -- Thopter</div><div>Flying</div><div><div>0/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                | <div><div><div>Ornithopter</div><div>0</div></div><div>Artifact Creature -- Thopter</div><div>Flying</div><div><div>0/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ornithopter</div><div>0</div></div><div>Artifact Creature -- Thopter</div><div>Flying</div><div><div>0/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Ornithopter</div><div>0</div></div><div>Artifact Creature -- Thopter</div><div>Flying</div><div><div>0/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                 | <div><div><div>Pithing Needle</div><div>1</div></div><div>Artifact</div><div>As this artifact enters, choose a card name.<br/>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div><div><div>0/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Plains</div></div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div><div>0/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div><div>Plains</div></div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div><div>0/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 |

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                | <div>Retrofitter Foundry ①</div> <div>Artifact</div> <div>{3}: Untap this artifact.<br/>{2}, {T}: Create a 1/1 colorless Servo artifact creature token.<br/>{1}, {T}, Sacrifice a Servo: Create a 1/1 colorless Thopter artifact creature token with flying.<br/>{T}, Sacrifice a Thopter: Create a 4/4 colorless Construct artifact creature token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                 | <div>Retrofitter Foundry ①</div> <div>Artifact</div> <div>{3}: Untap this artifact.<br/>{2}, {T}: Create a 1/1 colorless Servo artifact creature token.<br/>{1}, {T}, Sacrifice a Servo: Create a 1/1 colorless Thopter artifact creature token with flying.<br/>{T}, Sacrifice a Thopter: Create a 4/4 colorless Construct artifact creature token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                 | <div>Retrofitter Foundry ①</div> <div>Artifact</div> <div>{3}: Untap this artifact.<br/>{2}, {T}: Create a 1/1 colorless Servo artifact creature token.<br/>{1}, {T}, Sacrifice a Servo: Create a 1/1 colorless Thopter artifact creature token with flying.<br/>{T}, Sacrifice a Thopter: Create a 4/4 colorless Construct artifact creature token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                 |
| <div>Retrofitter Foundry ①</div> <div>Artifact</div> <div>{3}: Untap this artifact.<br/>{2}, {T}: Create a 1/1 colorless Servo artifact creature token.<br/>{1}, {T}, Sacrifice a Servo: Create a 1/1 colorless Thopter artifact creature token with flying.<br/>{T}, Sacrifice a Thopter: Create a 4/4 colorless Construct artifact creature token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Seasoned Dungeoneer ③W</div> <div>Creature -- Human Warrior</div> <div>When this creature enters, you take the initiative.<br/>Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on the creature, then put the card back or put it into your graveyard.)</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Seasoned Dungeoneer ③W</div> <div>Creature -- Human Warrior</div> <div>When this creature enters, you take the initiative.<br/>Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on the creature, then put the card back or put it into your graveyard.)</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Seasoned Dungeoneer ③W</div> <div>Creature -- Human Warrior</div> <div>When this creature enters, you take the initiative.<br/>Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on the creature, then put the card back or put it into your graveyard.)</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div><div><div>Springleaf Drum</div><div>Artifact</div><div>{T}, Tap an untapped creature you control: Add one mana of any color.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div><div>Springleaf Drum</div><div>Artifact</div><div>{T}, Tap an untapped creature you control: Add one mana of any color.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div><div>Springleaf Drum</div><div>Artifact</div><div>{T}, Tap an untapped creature you control: Add one mana of any color.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div><div>Springleaf Drum</div><div>Artifact</div><div>{T}, Tap an untapped creature you control: Add one mana of any color.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    |
| <div><div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Tundra</div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                     | <div><div><div>Tundra</div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                      | <div><div><div>Urza, Chief Artificer 3WB</div><div>Legendary Creature -- Human Artificer</div><div>Affinity for artifact creatures<br/>(This spell costs {1} less to cast<br/>for each artifact creature you<br/>control.)<br/>Artifact creatures you control have<br/>menace.<br/>At the beginning of your end step,<br/>create a 0/0 colorless Construct<br/>artifact creature token with "This<br/>token gets +1/+1 for each artifact<br/>you control."</div><div>4/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                  | <div><div><div>Urza, Chief Artificer 3WB</div><div>Legendary Creature -- Human Artificer</div><div>Affinity for artifact creatures<br/>(This spell costs {1} less to cast<br/>for each artifact creature you<br/>control.)<br/>Artifact creatures you control have<br/>menace.<br/>At the beginning of your end step,<br/>create a 0/0 colorless Construct<br/>artifact creature token with "This<br/>token gets +1/+1 for each artifact<br/>you control."</div><div>4/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                  |
| <div><div><div>Urza, Chief Artificer 3WB</div><div>Legendary Creature -- Human Artificer</div><div>Affinity for artifact creatures<br/>(This spell costs {1} less to cast<br/>for each artifact creature you<br/>control.)<br/>Artifact creatures you control have<br/>menace.<br/>At the beginning of your end step,<br/>create a 0/0 colorless Construct<br/>artifact creature token with "This<br/>token gets +1/+1 for each artifact<br/>you control."</div><div>4/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your<br/>draw step, add a lore counter.<br/>Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}:<br/>Create a 0/0 colorless Construct<br/>artifact creature token with 'This<br/>token gets +1/+1 for each artifact<br/>you control.'"<br/>III -- Search your library for an<br/>artifact card with mana cost {0} or<br/>{1}, put it onto the battlefield,<br/>then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your<br/>draw step, add a lore counter.<br/>Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}:<br/>Create a 0/0 colorless Construct<br/>artifact creature token with 'This<br/>token gets +1/+1 for each artifact<br/>you control.'"<br/>III -- Search your library for an<br/>artifact card with mana cost {0} or<br/>{1}, put it onto the battlefield,<br/>then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your<br/>draw step, add a lore counter.<br/>Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}:<br/>Create a 0/0 colorless Construct<br/>artifact creature token with 'This<br/>token gets +1/+1 for each artifact<br/>you control.'"<br/>III -- Search your library for an<br/>artifact card with mana cost {0} or<br/>{1}, put it onto the battlefield,<br/>then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Urza's Saga</b> </div> <div> Enchantment Land -- Urza's Saga </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>I -- This Saga gains "{T}: Add {C}."</p> <p>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"</p> <p>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</p> </div> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Winota, Joiner of Forces</b> (2)(R)(W) </div> <div> Legendary Creature -- Human Warrior </div> <div> <p>Whenever a non-Human creature you control attacks, look at the top six cards of your library. You may put a Human creature card from among them onto the battlefield tapped and attacking. It gains indestructible until end of turn. Put the rest of the cards on the bottom of your library in a random order.</p> </div> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Winota, Joiner of Forces</b> (2)(R)(W) </div> <div> Legendary Creature -- Human Warrior </div> <div> <p>Whenever a non-Human creature you control attacks, look at the top six cards of your library. You may put a Human creature card from among them onto the battlefield tapped and attacking. It gains indestructible until end of turn. Put the rest of the cards on the bottom of your library in a random order.</p> </div> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Winota, Joiner of Forces</b> (2)(R)(W) </div> <div> Legendary Creature -- Human Warrior </div> <div> <p>Whenever a non-Human creature you control attacks, look at the top six cards of your library. You may put a Human creature card from among them onto the battlefield tapped and attacking. It gains indestructible until end of turn. Put the rest of the cards on the bottom of your library in a random order.</p> </div> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> |
| <div> <b>Containment Priest</b> (1)(W) </div> <div> Creature -- Human Cleric </div> <div> <p>Flash</p> <p>If a nontoken creature would enter and it wasn't cast, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                                                                                                                                                                                 | <div> <b>Flusterstorm</b> (U) </div> <div> Instant </div> <div> <p>Counter target instant or sorcery spell unless its controller pays {1}.</p> <p>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                            | <div> <b>Flusterstorm</b> (U) </div> <div> Instant </div> <div> <p>Counter target instant or sorcery spell unless its controller pays {1}.</p> <p>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                            | <div> <b>Flusterstorm</b> (U) </div> <div> Instant </div> <div> <p>Counter target instant or sorcery spell unless its controller pays {1}.</p> <p>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                            |

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| <b>Lavinia, Azorius Renegade</b> (W)(U)<br>Legendary Creature -- Human Soldier<br>Each opponent can't cast noncreature spells with mana value greater than the number of lands that player controls.<br>Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Lavinia, Azorius Renegade</b> (W)(U)<br>Legendary Creature -- Human Soldier<br>Each opponent can't cast noncreature spells with mana value greater than the number of lands that player controls.<br>Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Llawan, Cephalid Empress</b> (3)(U)<br>Legendary Creature -- Octopus Noble<br>When Llawan enters, return all blue creatures your opponents control to their owners' hands.<br>Your opponents can't cast blue creature spells.<br>[sideboard]<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                         | <b>Llawan, Cephalid Empress</b> (3)(U)<br>Legendary Creature -- Octopus Noble<br>When Llawan enters, return all blue creatures your opponents control to their owners' hands.<br>Your opponents can't cast blue creature spells.<br>[sideboard]<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                         |
| <b>Magus of the Moon</b> (2)(R)<br>Creature -- Human Wizard<br>Nonbasic lands are Mountains.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                     | <b>Magus of the Moon</b> (2)(R)<br>Creature -- Human Wizard<br>Nonbasic lands are Mountains.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                     | <b>March of Otherworldly Light</b> (X)(W)<br>Instant<br>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way.<br>Exile target artifact, creature, or enchantment with mana value X or less.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>March of Otherworldly Light</b> (X)(W)<br>Instant<br>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way.<br>Exile target artifact, creature, or enchantment with mana value X or less.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

Rest in Peace

①W

Enchantment

When this enchantment enters, exile all graveyards.  
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Rest in Peace

①W

Enchantment

When this enchantment enters, exile all graveyards.  
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Torpor Orb

②

Artifact

Creatures entering don't cause abilities to trigger.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev