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| <div><div>Arena of Glory</div><div>Land</div><div><p>This land enters tapped unless you control a Mountain.</p><p>{T}: Add {R}.</p><p>{R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Arena of Glory</div><div>Land</div><div><p>This land enters tapped unless you control a Mountain.</p><p>{T}: Add {R}.</p><p>{R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Arid Mesa</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             | <div><div>Arid Mesa</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             |
| <div><div>Arid Mesa</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                       | <div><div>Arid Mesa</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                       | <div><div>Casey Jones, Vigilante 1RR</div><div>Legendary Creature -- Human Berserker</div><div><p>When Casey Jones enters, draw three cards. At the beginning of your next upkeep, discard three cards at random.</p></div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Casey Jones, Vigilante 1RR</div><div>Legendary Creature -- Human Berserker</div><div><p>When Casey Jones enters, draw three cards. At the beginning of your next upkeep, discard three cards at random.</p></div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Consign to Memory</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Consign to Memory</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Consign to Memory</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Consign to Memory</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Elegant Parlor</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                    | <div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                  | <div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                  | <div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                  |

## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Instant

Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Instant

Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Instant

Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Instant

Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Plains Island

( $\{T\}$ : Add  $\{W\}$  or  $\{U\}$ .)  
As this land enters, you may pay 2  
life. If you don't, it enters  
tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Instant

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. Exile target artifact, creature, or enchantment with mana value X or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Plains Island

([T]: Add [W] or [U].)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your  
library. You may put it into your  
graveyard.)

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Basic Land -- Mountain

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

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Legendary Creature -- Dog

Flash  
Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Creature -- Dog

Flash  
Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Creature -- Dog

Flash  
Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Sphinx

Flying  
When this creature enters, draw a card.  
As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.  
Warp {1}{U}

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| <p><b>Quantum Riddler</b> (3)(U)(U)</p> <p>Creature -- Sphinx</p> <p>Flying<br/>When this creature enters, draw a card.<br/>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.<br/>Warp {1}{U}</p> <p>4/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                              | <p><b>Quantum Riddler</b> (3)(U)(U)</p> <p>Creature -- Sphinx</p> <p>Flying<br/>When this creature enters, draw a card.<br/>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.<br/>Warp {1}{U}</p> <p>4/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                              | <p><b>Quantum Riddler</b> (3)(U)(U)</p> <p>Creature -- Sphinx</p> <p>Flying<br/>When this creature enters, draw a card.<br/>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.<br/>Warp {1}{U}</p> <p>4/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                              | <p><b>Ragavan, Nimble Pilferer</b> (R)</p> <p>Legendary Creature -- Monkey Pirate</p> <p>Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.<br/>Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Ragavan, Nimble Pilferer</b> (R)</p> <p>Legendary Creature -- Monkey Pirate</p> <p>Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.<br/>Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Ragavan, Nimble Pilferer</b> (R)</p> <p>Legendary Creature -- Monkey Pirate</p> <p>Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.<br/>Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Ragavan, Nimble Pilferer</b> (R)</p> <p>Legendary Creature -- Monkey Pirate</p> <p>Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.<br/>Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Sacred Foundry</b></p> <p>Land -- Mountain Plains</p> <p>([T]: Add [R] or [W].)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                  |

Playtest cards - Buckman, Creyson - Jeskai Blink (Regional Championship - SCG CON Los Ange

sheet 5/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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| <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>([T]): Add [R] or [W].)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             | <div><div>Samut, Hazoret's Champion (1)(R)</div><div>Legendary Creature -- Human Warrior Cleric</div><div>Creatures you control have haste.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           | <div><div>Samut, Hazoret's Champion (1)(R)</div><div>Legendary Creature -- Human Warrior Cleric</div><div>Creatures you control have haste.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           | <div><div>Samut, Hazoret's Champion (1)(R)</div><div>Legendary Creature -- Human Warrior Cleric</div><div>Creatures you control have haste.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                         |
| <div><div>Scalding Tarn</div><div>Land</div><div>[T], Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Scalding Tarn</div><div>Land</div><div>[T], Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Scalding Tarn</div><div>Land</div><div>[T], Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Solitude (3)(W)(W)</div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Solitude</b> (3)(W)(W)<br>Creature -- Elemental Incarnation<br>Flash<br>Lifelink<br>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br>Evoke--Exile a white card from your hand.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Solitude</b> (3)(W)(W)<br>Creature -- Elemental Incarnation<br>Flash<br>Lifelink<br>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br>Evoke--Exile a white card from your hand.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Solitude</b> (3)(W)(W)<br>Creature -- Elemental Incarnation<br>Flash<br>Lifelink<br>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br>Evoke--Exile a white card from your hand.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                | <b>Spell Snare</b> (U)<br>Instant<br>Counter target spell with mana value 2.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                  |
| <b>Spell Snare</b> (U)<br>Instant<br>Counter target spell with mana value 2.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                   | <b>Steam Vents</b><br>Land -- Island Mountain<br>({T}: Add {U} or {R}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                            | <b>Teferi, Time Raveler</b> (1)(W)(U)<br>Legendary Planeswalker -- Teferi<br>Each opponent can cast spells only any time they could cast a sorcery.<br>[+1]: Until your next turn, you may cast sorcery spells as though they had flash.<br>[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Teferi, Time Raveler</b> (1)(W)(U)<br>Legendary Planeswalker -- Teferi<br>Each opponent can cast spells only any time they could cast a sorcery.<br>[+1]: Until your next turn, you may cast sorcery spells as though they had flash.<br>[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div><div>Thundering Falls</div><div>Land -- Island Mountain</div><div>([T]): Add [U] or [R].)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         | <div><div>Wrath of the Skies</div><div>Sorcery</div><div>You get X [E] (energy counters), then you may pay any amount of [E]. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of [E] paid this way.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wrath of the Skies</div><div>Sorcery</div><div>You get X [E] (energy counters), then you may pay any amount of [E]. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of [E] paid this way.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wrath of the Skies</div><div>Sorcery</div><div>You get X [E] (energy counters), then you may pay any amount of [E]. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of [E] paid this way.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Ashiok, Dream Render</div><div>Legendary Planeswalker -- Ashiok</div><div>Spells and abilities your opponents control can't cause their controller to search their library.<br/>[-1]: Target player mills four cards. Then exile each opponent's graveyard.</div><div>[sideboard]</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Celestial Purge</div><div>Instant</div><div>Exile target black or red permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                      | <div><div>Celestial Purge</div><div>Instant</div><div>Exile target black or red permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                      | <div><div>High Noon</div><div>Enchantment</div><div>Each player can't cast more than one spell each turn.<br/>[4][R], Sacrifice this enchantment: It deals 5 damage to any target.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                              |

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| <div>High Noon</div> <div>1W</div> <div>Enchantment</div> <div>Each player can't cast more than one spell each turn.<br/>{4}{R}, Sacrifice this enchantment:<br/>It deals 5 damage to any target.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>High Noon</div> <div>1W</div> <div>Enchantment</div> <div>Each player can't cast more than one spell each turn.<br/>{4}{R}, Sacrifice this enchantment:<br/>It deals 5 damage to any target.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                        | <div>Mystical Dispute</div> <div>2U</div> <div>Instant</div> <div>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                 | <div>Mystical Dispute</div> <div>2U</div> <div>Instant</div> <div>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                 |
| <div>Mystical Dispute</div> <div>2U</div> <div>Instant</div> <div>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>          | <div>Obsidian Charmaw</div> <div>3RR</div> <div>Creature -- Dragon</div> <div>This spell costs {1} less to cast for each land your opponents control that could produce {C}.<br/>Flying<br/>When this creature enters, destroy target nonbasic land an opponent controls.</div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Obsidian Charmaw</div> <div>3RR</div> <div>Creature -- Dragon</div> <div>This spell costs {1} less to cast for each land your opponents control that could produce {C}.<br/>Flying<br/>When this creature enters, destroy target nonbasic land an opponent controls.</div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Obsidian Charmaw</div> <div>3RR</div> <div>Creature -- Dragon</div> <div>This spell costs {1} less to cast for each land your opponents control that could produce {C}.<br/>Flying<br/>When this creature enters, destroy target nonbasic land an opponent controls.</div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div> <b>Prismatic Ending</b> <div> <div>X</div> <div>W</div> </div> </div> <div> <div>Sorcery</div> <div> Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Rest in Peace</b> <div> <div>1</div> <div>W</div> </div> </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> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Rest in Peace</b> <div> <div>1</div> <div>W</div> </div> </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> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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