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| <div><div><b>Bleachbone Verge</b></div><div>Land</div><div><div><div>{T}: Add {B}.</div><div>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                | <div><div><b>Bleachbone Verge</b></div><div>Land</div><div><div><div>{T}: Add {B}.</div><div>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                | <div><div><b>Brightclimb Pathway</b></div><div>Card</div><div></div><div><div>OTHER FACE</div><div><b>Brightclimb Pathway</b></div><div>Card</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                      | <div><div><b>Brightclimb Pathway</b></div><div>Card</div><div></div><div><div>OTHER FACE</div><div><b>Brightclimb Pathway</b></div><div>Card</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                      |
| <div><div><b>Concealed Courtyard</b></div><div>Land</div><div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {W} or {B}.</div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Concealed Courtyard</b></div><div>Land</div><div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {W} or {B}.</div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Concealed Courtyard</b></div><div>Land</div><div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {W} or {B}.</div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Concealed Courtyard</b></div><div>Land</div><div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {W} or {B}.</div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

## Legendary Land

{T}: Add {W}.  
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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Instant

Destroy target creature if it has mana value 2 or less.  
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(B)**

Instant

Destroy target creature if it has mana value 2 or less.  
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

Instant

Destroy target creature if it has mana value 2 or less.

Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(B)**

Instant

Destroy target creature if it has mana value 2 or less.  
 Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Creature -- Spirit

{W}, Exile three cards from your graveyard: This creature gains first strike until end of turn.  
Discard a card: Exile this creature.  
Return it to the battlefield under its owner's control at the beginning of the next end step.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Creature -- Spirit

{W}, Exile three cards from your graveyard: This creature gains first strike until end of turn.  
Discard a card: Exile this creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Creature -- Spirit

{W}, Exile three cards from your graveyard: This creature gains first strike until end of turn.  
Discard a card: Exile this creature.  
Return it to the battlefield under its owner's control at the beginning of the next end step.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Fleeting Spirit</b> (1)(W)<br>Creature -- Spirit<br>{W}, Exile three cards from your graveyard: This creature gains first strike until end of turn. Discard a card: Exile this creature. Return it to the battlefield under its owner's control at the beginning of the next end step.<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Geier Reach Sanitarium</b><br>Legendary Land<br>{T}: Add {C}.<br>{2}, {T}: Each player draws a card, then discards a card.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                       | <b>Godless Shrine</b><br>Land -- Plains Swamp<br>({T}: Add {W} or {B}.)<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>Godless Shrine</b><br>Land -- Plains Swamp<br>({T}: Add {W} or {B}.)<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>Godless Shrine</b><br>Land -- Plains Swamp<br>({T}: Add {W} or {B}.)<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>Godless Shrine</b><br>Land -- Plains Swamp<br>({T}: Add {W} or {B}.)<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>Greasefang, Okiba Boss</b> (1)(W)(B)<br>Legendary Creature -- Rat Pilot<br>At the beginning of combat on your turn, return target Vehicle card from your graveyard to the battlefield. It gains haste. Return it to its owner's hand at the beginning of your next end step.<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Greasefang, Okiba Boss</b> (1)(W)(B)<br>Legendary Creature -- Rat Pilot<br>At the beginning of combat on your turn, return target Vehicle card from your graveyard to the battlefield. It gains haste. Return it to its owner's hand at the beginning of your next end step.<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <b>Greasefang, Okiba Boss</b> ①①①①②<br>Legendary Creature -- Rat Pilot<br>At the beginning of combat on your turn, return target Vehicle card from your graveyard to the battlefield. It gains haste. Return it to its owner's hand at the beginning of your next end step.<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                 | <b>Greasefang, Okiba Boss</b> ①①①①②<br>Legendary Creature -- Rat Pilot<br>At the beginning of combat on your turn, return target Vehicle card from your graveyard to the battlefield. It gains haste. Return it to its owner's hand at the beginning of your next end step.<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Guardian of New Benalia</b> ①①①①②<br>Creature -- Human Soldier<br>Enlist (As this creature attacks, you may tap a nonattacking creature you control without summoning sickness. When you do, add its power to this creature's until end of turn.)<br>Whenever this creature enlists a creature, scry 2.<br>Discard a card: This creature gains indestructible until end of turn. Tap it.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Guardian of New Benalia</b> ①①①①②<br>Creature -- Human Soldier<br>Enlist (As this creature attacks, you may tap a nonattacking creature you control without summoning sickness. When you do, add its power to this creature's until end of turn.)<br>Whenever this creature enlists a creature, scry 2.<br>Discard a card: This creature gains indestructible until end of turn. Tap it.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Guardian of New Benalia</b> ①①①①②<br>Creature -- Human Soldier<br>Enlist (As this creature attacks, you may tap a nonattacking creature you control without summoning sickness. When you do, add its power to this creature's until end of turn.)<br>Whenever this creature enlists a creature, scry 2.<br>Discard a card: This creature gains indestructible until end of turn. Tap it.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Iron-Shield Elf</b> ①①①①②<br>Creature -- Elf Warrior<br>Discard a card: This creature gains indestructible until end of turn. Tap it. (Damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it still dies.)<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                            | <b>Iron-Shield Elf</b> ①①①①②<br>Creature -- Elf Warrior<br>Discard a card: This creature gains indestructible until end of turn. Tap it. (Damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it still dies.)<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                            | <b>Iron-Shield Elf</b> ①①①①②<br>Creature -- Elf Warrior<br>Discard a card: This creature gains indestructible until end of turn. Tap it. (Damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it still dies.)<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                            |

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| <div> <div>Lively Dirge</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1} -- Search your library for a card, put it into your graveyard, then shuffle.</p> <p>+ {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Monument to Endurance</div> <div> <div>3</div> </div> </div> <div>Artifact</div> <div> <p>Whenever you discard a card, choose one that hasn't been chosen this turn --</p> <ul style="list-style-type: none"> <li>* Draw a card.</li> <li>* Create a Treasure token.</li> <li>* Each opponent loses 3 life.</li> </ul> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                             | <div> <div>Monument to Endurance</div> <div> <div>3</div> </div> </div> <div>Artifact</div> <div> <p>Whenever you discard a card, choose one that hasn't been chosen this turn --</p> <ul style="list-style-type: none"> <li>* Draw a card.</li> <li>* Create a Treasure token.</li> <li>* Each opponent loses 3 life.</li> </ul> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                             | <div> <div>Monument to Endurance</div> <div> <div>3</div> </div> </div> <div>Artifact</div> <div> <p>Whenever you discard a card, choose one that hasn't been chosen this turn --</p> <ul style="list-style-type: none"> <li>* Draw a card.</li> <li>* Create a Treasure token.</li> <li>* Each opponent loses 3 life.</li> </ul> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                             |
| <div> <div>Monument to Endurance</div> <div> <div>3</div> </div> </div> <div>Artifact</div> <div> <p>Whenever you discard a card, choose one that hasn't been chosen this turn --</p> <ul style="list-style-type: none"> <li>* Draw a card.</li> <li>* Create a Treasure token.</li> <li>* Each opponent loses 3 life.</li> </ul> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                          | <div> <div>Parhelion II</div> <div> <div>6</div> <div>W</div> <div>W</div> </div> </div> <div>Legendary Artifact -- Vehicle</div> <div> <p>Flying, first strike, vigilance</p> <p>Whenever Parhelion II attacks, create two 4/4 white Angel creature tokens with flying and vigilance that are attacking.</p> <p>Crew 4 (Tap any number of creatures you control with total power 4 or more: This Vehicle becomes an artifact creature until end of turn.)</p> <div>5/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Parhelion II</div> <div> <div>6</div> <div>W</div> <div>W</div> </div> </div> <div>Legendary Artifact -- Vehicle</div> <div> <p>Flying, first strike, vigilance</p> <p>Whenever Parhelion II attacks, create two 4/4 white Angel creature tokens with flying and vigilance that are attacking.</p> <p>Crew 4 (Tap any number of creatures you control with total power 4 or more: This Vehicle becomes an artifact creature until end of turn.)</p> <div>5/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Parhelion II</div> <div> <div>6</div> <div>W</div> <div>W</div> </div> </div> <div>Legendary Artifact -- Vehicle</div> <div> <p>Flying, first strike, vigilance</p> <p>Whenever Parhelion II attacks, create two 4/4 white Angel creature tokens with flying and vigilance that are attacking.</p> <p>Crew 4 (Tap any number of creatures you control with total power 4 or more: This Vehicle becomes an artifact creature until end of turn.)</p> <div>5/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div><div>Parhelion II</div><div><div>6</div><div>W</div><div>W</div></div></div> <div>Legendary Artifact -- Vehicle</div> <div>Flying, first strike, vigilance<br/>Whenever Parhelion II attacks,<br/>create two 4/4 white Angel creature<br/>tokens with flying and vigilance<br/>that are attacking.<br/>Crew 4 (Tap any number of creatures<br/>you control with total power 4 or<br/>more: This Vehicle becomes an<br/>artifact creature until end of<br/>turn.)</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Plains</div></div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                     | <div><div>Seasoned Hallowblade</div><div><div>1</div><div>W</div></div></div> <div>Creature -- Human Warrior</div> <div>Discard a card: Tap this creature.<br/>It gains indestructible until end of<br/>turn. (Damage and effects that say<br/>"destroy" don't destroy it.)</div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                            | <div><div>Shadowy Backstreet</div></div> <div>Land -- Plains Swamp</div> <div>({T}: Add {W} or {B}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your<br/>library. You may put it into your<br/>graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Shadowy Backstreet</div></div> <div>Land -- Plains Swamp</div> <div>({T}: Add {W} or {B}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your<br/>library. You may put it into your<br/>graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                      | <div><div>Sheltered by Ghosts</div><div><div>1</div><div>W</div></div></div> <div>Enchantment -- Aura</div> <div>Enchant creature you control<br/>When this Aura enters, exile target<br/>nonland permanent an opponent<br/>controls until this Aura leaves the<br/>battlefield.<br/>Enchanted creature gets +1/+0 and<br/>has lifelink and ward {2}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Sheltered by Ghosts</div><div><div>1</div><div>W</div></div></div> <div>Enchantment -- Aura</div> <div>Enchant creature you control<br/>When this Aura enters, exile target<br/>nonland permanent an opponent<br/>controls until this Aura leaves the<br/>battlefield.<br/>Enchanted creature gets +1/+0 and<br/>has lifelink and ward {2}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Swamp</div></div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                 |

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Legendary Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Sphere

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Sphere

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land - - Sphere

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land - - Sphere

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| Sorcery |  |
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Each land is a Swamp in addition to its other land types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

WB

Exile target monocolored permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

WB

Exile target monocolored permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

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Flash
Flying
Artifacts and creatures entering
don't cause abilities to trigger.
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[sidebar]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

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Flash
Flying
Artifacts and creatures entering
don't cause abilities to trigger.
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[sidebar]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div>Doorkeeper Thrull</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Thrull</div> <div>Flash</div> <div>Flying</div> <div>Artifacts and creatures entering 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>Duress</div> <div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>             | <div> <div>Duress</div> <div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>             | <div> <div>Go Blank</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div>Target player discards two cards. Then exile that player's graveyard.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                            |
| <div> <div>Loran of the Third Path</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Human Artificer</div> <div>Vigilance</div> <div>When Loran enters, destroy up to one target artifact or enchantment. {T}: You and target opponent each draw a card.</div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Pest Control</div> <div> <div>W</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div>Destroy all nonland permanents with mana value 1 or less. Cycling {2} ({2}, Discard this card: Draw a card.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Pest Control</div> <div> <div>W</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div>Destroy all nonland permanents with mana value 1 or less. Cycling {2} ({2}, Discard this card: Draw a card.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Pest Control</div> <div> <div>W</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div>Destroy all nonland permanents with mana value 1 or less. Cycling {2} ({2}, Discard this card: Draw a card.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <div> <div>Soul-Guide Lantern</div> <div>1</div> </div> <div>Artifact</div> <div> <p>When this artifact enters, exile target card from a graveyard.</p> <p>{T}, Sacrifice this artifact: Exile each opponent's graveyard.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Soul-Guide Lantern</div> <div>1</div> </div> <div>Artifact</div> <div> <p>When this artifact enters, exile target card from a graveyard.</p> <p>{T}, Sacrifice this artifact: Exile each opponent's graveyard.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Vanishing Verse</div> <div>W B</div> </div> <div>Instant</div> <div> <p>Exile target monocolored permanent.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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