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| <div><div>Abandoned Air Temple</div><div>Land</div><div>This land enters tapped unless you control a basic land.<br/>{T}: Add {W}.<br/>{3}{W}, {T}: Put a +1/+1 counter on each creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                 | <div><div>Abandoned Air Temple</div><div>Land</div><div>This land enters tapped unless you control a basic land.<br/>{T}: Add {W}.<br/>{3}{W}, {T}: Put a +1/+1 counter on each creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                 | <div><div>Daydream</div><div>Sorcery</div><div>Exile target creature you control, then return that card to the battlefield under its owner's control with a +1/+1 counter on it. Flashback {2}{W} (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> | <div><div>Daydream</div><div>Sorcery</div><div>Exile target creature you control, then return that card to the battlefield under its owner's control with a +1/+1 counter on it. Flashback {2}{W} (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> |
| <div><div>Daydream</div><div>Sorcery</div><div>Exile target creature you control, then return that card to the battlefield under its owner's control with a +1/+1 counter on it. Flashback {2}{W} (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> | <div><div>Daydream</div><div>Sorcery</div><div>Exile target creature you control, then return that card to the battlefield under its owner's control with a +1/+1 counter on it. Flashback {2}{W} (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> | <div><div>Erode</div><div>Instant</div><div>Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                 | <div><div>Erode</div><div>Instant</div><div>Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                 |

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| <div><div>Floodfarm Verge</div><div>Land</div><div><div><div>{T}: Add {W}.</div><div>{T}: Add {U}. Activate only if you control a Plains or an Island.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                  | <div><div>Floodfarm Verge</div><div>Land</div><div><div><div>{T}: Add {W}.</div><div>{T}: Add {U}. Activate only if you control a Plains or an Island.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                  | <div><div>Floodfarm Verge</div><div>Land</div><div><div><div>{T}: Add {W}.</div><div>{T}: Add {U}. Activate only if you control a Plains or an Island.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                  | <div><div>Floodfarm Verge</div><div>Land</div><div><div><div>{T}: Add {W}.</div><div>{T}: Add {U}. Activate only if you control a Plains or an Island.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                  |
| <div><div>Gleaming Bastion</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {U}. Activate only if this land entered this turn or if you control a basic land.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Gleaming Bastion</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {U}. Activate only if this land entered this turn or if you control a basic land.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Gleaming Bastion</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {U}. Activate only if this land entered this turn or if you control a basic land.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Gleaming Bastion</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {U}. Activate only if this land entered this turn or if you control a basic land.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div> <div>Guiding Hydra</div> <div> <div>X</div> <div>W</div> </div> </div> <div> <div>Creature -- Hydra Horror</div> <div> <p>This creature enters with X +1/+1 counters on it.</p> <p>At the beginning of combat on your turn, you may remove a +1/+1 counter from this creature. If you do, put a +1/+1 counter on each other creature you control.</p> </div> <div>1/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Hallowed Fountain</div> </div> <div> <div>Land -- Plains Island</div> <div> <p>([T]): Add [W] or [U].)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                    | <div> <div>Hallowed Fountain</div> </div> <div> <div>Land -- Plains Island</div> <div> <p>([T]): Add [W] or [U].)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                             | <div> <div>Hallowed Fountain</div> </div> <div> <div>Land -- Plains Island</div> <div> <p>([T]): Add [W] or [U].)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                             |
| <div> <div>Hallowed Fountain</div> </div> <div> <div>Land -- Plains Island</div> <div> <p>([T]): Add [W] or [U].)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                          | <div> <div>Mockingbird</div> <div> <div>X</div> <div>U</div> </div> </div> <div> <div>Creature -- Bird Bard</div> <div> <p>Flying</p> <p>You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Momo, Friendly Flier</div> <div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Lemur Bat Ally</div> <div> <p>Flying</p> <p>The first non-Lemur creature spell with flying you cast during each of your turns costs {1} less to cast. Whenever another creature you control with flying enters, Momo gets +1/+1 until end of turn.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Momo, Friendly Flier</div> <div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Lemur Bat Ally</div> <div> <p>Flying</p> <p>The first non-Lemur creature spell with flying you cast during each of your turns costs {1} less to cast. Whenever another creature you control with flying enters, Momo gets +1/+1 until end of turn.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <div><div><div>Momo, Friendly Flier</div><div>W</div></div><div>Legendary Creature -- Lemur Bat Ally</div><div>Flying<br/>The first non-Lemur creature spell with flying you cast during each of your turns costs {1} less to cast. Whenever another creature you control with flying enters, Momo gets +1/+1 until end of turn.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Momo, Friendly Flier</div><div>W</div></div><div>Legendary Creature -- Lemur Bat Ally</div><div>Flying<br/>The first non-Lemur creature spell with flying you cast during each of your turns costs {1} less to cast. Whenever another creature you control with flying enters, Momo gets +1/+1 until end of turn.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Nurturing Pixie</div><div>W</div></div><div>Creature -- Faerie Rogue</div><div>Flying<br/>When this creature enters, return up to one target non-Faerie, nonland permanent you control to its owner's hand. If a permanent was returned this way, put a +1/+1 counter on this creature.</div><div>1/1</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>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>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>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>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

## Sorcery

Put a +1/+1 counter on each creature target player controls. Target creature gains your choice of double strike or lifelink until end of turn.

Flashback {1}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

Sorcery

Put a +1/+1 counter on each creature target player controls. Target creature gains your choice of double strike or lifelink until end of turn.

Flashback {1}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②②

## Sorcery

Put a +1/+1 counter on each creature target player controls. Target creature gains your choice of double strike or lifelink until end of turn.

Flashback {1}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

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}

4/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

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}

4/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

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}

4/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Quantum Riddler</b> (3)(U)(U)<br>Creature -- Sphinx<br>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}<br><div>4/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Sage of the Skies</b> (2)(W)<br>Creature -- Human Monk<br>When you cast this spell, if you've cast another spell this turn, copy this spell. (The copy becomes a token.)<br>Flying, lifelink<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev  | <b>Sage of the Skies</b> (2)(W)<br>Creature -- Human Monk<br>When you cast this spell, if you've cast another spell this turn, copy this spell. (The copy becomes a token.)<br>Flying, lifelink<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev  | <b>Sage of the Skies</b> (2)(W)<br>Creature -- Human Monk<br>When you cast this spell, if you've cast another spell this turn, copy this spell. (The copy becomes a token.)<br>Flying, lifelink<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Sage of the Skies</b> (2)(W)<br>Creature -- Human Monk<br>When you cast this spell, if you've cast another spell this turn, copy this spell. (The copy becomes a token.)<br>Flying, lifelink<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                               | <b>Seam Rip</b> (W)<br>Enchantment<br>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Seam Rip</b> (W)<br>Enchantment<br>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Springleaf Drum</b> (1)<br>Artifact<br>{T}, Tap an untapped creature you control: Add one mana of any color.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                 |

①

{T}, Tap an untapped creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}, Tap an untapped creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}, Tap an untapped creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 W W

Flying  
When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.  
Warp {1}{W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ W W

Flying

When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.

Warp {1}{W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ W W

Flying

When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.

Warp {1}{W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④ ⑤

**Flying**  
When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.

**Warp {1}{W}** (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Flying, vigilance  
When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Steamcore Scholar</b> (2)(U)<br>Creature -- Weird Detective<br>Flying, vigilance<br>When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                               | <b>Steamcore Scholar</b> (2)(U)<br>Creature -- Weird Detective<br>Flying, vigilance<br>When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Steamcore Scholar</b> (2)(U)<br>Creature -- Weird Detective<br>Flying, vigilance<br>When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Zack Fair</b> (W)<br>Legendary Creature -- Human Soldier<br>Zack Fair enters with a +1/+1 counter on it.<br>{1}, Sacrifice Zack Fair: Target creature you control gains indestructible until end of turn. Put Zack Fair's counters on that creature and attach an Equipment that was attached to Zack Fair to that creature.<br><div>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Avatar's Wrath</b> (2)(W)(W)<br>Sorcery<br>Choose up to one target creature, then airbend all other creatures. (Exile them. While each one is exiled, its owner may cast it for {2} rather than its mana cost.) Until your next turn, your opponents can't cast spells from anywhere other than their hands. Exile Avatar's Wrath.<br>[sideboard]<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Clarion Conqueror</b> (2)(W)<br>Creature -- Dragon<br>Flying<br>Activated abilities of artifacts, creatures, and planeswalkers can't be activated.<br>[sideboard]<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                   | <b>Clarion Conqueror</b> (2)(W)<br>Creature -- Dragon<br>Flying<br>Activated abilities of artifacts, creatures, and planeswalkers can't be activated.<br>[sideboard]<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                   | <b>Clarion Conqueror</b> (2)(W)<br>Creature -- Dragon<br>Flying<br>Activated abilities of artifacts, creatures, and planeswalkers can't be activated.<br>[sideboard]<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                            |

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| <div> <div>Curious Farm Animals</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Boar Elk Bird Ox</div> <div> <p>When this creature dies, you gain 3 life.</p> <p>{2}, Sacrifice this creature: Destroy up to one target artifact or enchantment.</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Disdainful Stroke</div> <div> <div>1U</div> </div> </div> <div> <div>Instant</div> <div> <p>Counter target spell with mana value 4 or greater.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                           | <div> <div>Disdainful Stroke</div> <div> <div>1U</div> </div> </div> <div> <div>Instant</div> <div> <p>Counter target spell with mana value 4 or greater.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                           | <div> <div>Flashfreeze</div> <div> <div>1U</div> </div> </div> <div> <div>Instant</div> <div> <p>Counter target red or green spell.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                         |
| <div> <div>Rest in Peace</div> <div> <div>1W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile all graveyards.</p> <p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                        | <div> <div>Rest in Peace</div> <div> <div>1W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile all graveyards.</p> <p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Rest in Peace</div> <div> <div>1W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile all graveyards.</p> <p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Seam Rip</div> <div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div> <div>Seam Rip</div> <div>W</div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Spider-Sense</div> <div>1U</div> </div> <div> <div>Instant</div> <div> <p>Web-slinging {U} (You may cast this spell for {U} if you also return a tapped creature you control to its owner's hand.)</p> <p>Counter target instant spell, sorcery spell, or triggered ability.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Spider-Sense</div> <div>1U</div> </div> <div> <div>Instant</div> <div> <p>Web-slinging {U} (You may cast this spell for {U} if you also return a tapped creature you control to its owner's hand.)</p> <p>Counter target instant spell, sorcery spell, or triggered ability.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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