

Land

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{T}: Add {R} or {W}. This land deals
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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③ ④

Sorcery

Devoid (This card has no color.)
Exile target nonbasic land. Search
its controller's graveyard, hand,
and library for any number of cards
with the same name as that land and
exile them. Then that player
shuffles.

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Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

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Gideon, Ally of Zendikar (2)(W)(W)

② W W

Legendary Planeswalker -- Gideon

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[+1]: Until end of turn, Gideon
becomes a 5/5 Human Soldier Ally
creature with indestructible that's
still a planeswalker. Prevent all
damage that would be dealt to him
this turn.
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[0]: Create a 2/2 white Knight Ally
creature token.
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[-4]: You get an emblem with
"Creatures you control get +1/+1."
```

L 4

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Gideon, Ally of Zendikar (2)(W)(W) Legendary Planeswalker -- Gideon [+1]: Until end of turn, Gideon becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn. [0]: Create a 2/2 white Knight Ally creature token. [-4]: You get an emblem with "Creatures you control get +1/+1." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gideon, Ally of Zendikar (2)(W)(W) Legendary Planeswalker -- Gideon [+1]: Until end of turn, Gideon becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn. [0]: Create a 2/2 white Knight Ally creature token. [-4]: You get an emblem with "Creatures you control get +1/+1." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gideon, Ally of Zendikar (2)(W)(W) Legendary Planeswalker -- Gideon [+1]: Until end of turn, Gideon becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn. [0]: Create a 2/2 white Knight Ally creature token. [-4]: You get an emblem with "Creatures you control get +1/+1." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hallowed Moonlight (1)(W) Instant Until end of turn, if a creature would enter and it wasn't cast, exile it instead. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mastery of the Unseen (1)(W) Enchantment Whenever a permanent you control is turned face up, you gain 1 life for each creature you control. {3}{W}: Manifest the top card of your library. (Put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Myth Realized (W) Enchantment Whenever you cast a noncreature spell, put a lore counter on this enchantment. {2}{W}: Put a lore counter on this enchantment. {W}: Until end of turn, this enchantment becomes a Monk Avatar creature in addition to its other types and gains "This creature's power and toughness are each equal to the number of lore counters on it." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Myth Realized W Enchantment Whenever you cast a noncreature spell, put a lore counter on this enchantment. {2}{W}: Put a lore counter on this enchantment. {W}: Until end of turn, this enchantment becomes a Monk Avatar creature in addition to its other types and gains "This creature's power and toughness are each equal to the number of lore counters on it." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Myth Realized W Enchantment Whenever you cast a noncreature spell, put a lore counter on this enchantment. {2}{W}: Put a lore counter on this enchantment. {W}: Until end of turn, this enchantment becomes a Monk Avatar creature in addition to its other types and gains "This creature's power and toughness are each equal to the number of lore counters on it." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Outpost Siege 3R Enchantment As this enchantment enters, choose Khans or Dragons. * Khans -- At the beginning of your upkeep, exile the top card of your library. Until end of turn, you may play that card. * Dragons -- Whenever a creature you control leaves the battlefield, this enchantment deals 1 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Outpost Siege 3R Enchantment As this enchantment enters, choose Khans or Dragons. * Khans -- At the beginning of your upkeep, exile the top card of your library. Until end of turn, you may play that card. * Dragons -- Whenever a creature you control leaves the battlefield, this enchantment deals 1 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Pacifism



Enchantment -- Aura

Enchant creature
Enchanted creature can't attack or block.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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Quarantine Field X X W W Enchantment This enchantment enters with X isolation counters on it. When this enchantment enters, for each isolation counter on it, exile up to one target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quarantine Field X X W W Enchantment This enchantment enters with X isolation counters on it. When this enchantment enters, for each isolation counter on it, exile up to one target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quarantine Field X X W W Enchantment This enchantment enters with X isolation counters on it. When this enchantment enters, for each isolation counter on it, exile up to one target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quarantine Field X X W W Enchantment This enchantment enters with X isolation counters on it. When this enchantment enters, for each isolation counter on it, exile up to one target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sigil of the Empty Throne 3 W W Enchantment Whenever you cast an enchantment spell, create a 4/4 white Angel creature token with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sigil of the Empty Throne 3 W W Enchantment Whenever you cast an enchantment spell, create a 4/4 white Angel creature token with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silkwrap 1 W Enchantment When this enchantment enters, exile target creature with mana value 3 or less an opponent controls until this enchantment leaves the battlefield. (That creature returns under its owner's control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silkwrap 1 W Enchantment When this enchantment enters, exile target creature with mana value 3 or less an opponent controls until this enchantment leaves the battlefield. (That creature returns under its owner's control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Wind-Scarred Crag Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wind-Scarred Crag Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wind-Scarred Crag Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wind-Scarred Crag Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Arashin Cleric 1W Creature -- Human Cleric When this creature enters, you gain 3 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arashin Cleric 1W Creature -- Human Cleric When this creature enters, you gain 3 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arashin Cleric 1W Creature -- Human Cleric When this creature enters, you gain 3 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crumble to Dust 3R Sorcery Devoid (This card has no color.) Exile target nonbasic land. Search its controller's graveyard, hand, and library for any number of cards with the same name as that land and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hallowed Moonlight 1 W Instant Until end of turn, if a creature would enter and it wasn't cast, exile it instead. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mastery of the Unseen 1 W Enchantment Whenever a permanent you control is turned face up, you gain 1 life for each creature you control. {3}{W}: Manifest the top card of your library. (Put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mastery of the Unseen 1 W Enchantment Whenever a permanent you control is turned face up, you gain 1 life for each creature you control. {3}{W}: Manifest the top card of your library. (Put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Monastery Mentor 2 W Creature -- Human Monk Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever you cast a noncreature spell, create a 1/1 white Monk creature token with prowess. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Monastery Mentor 2 W Creature -- Human Monk Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever you cast a noncreature spell, create a 1/1 white Monk creature token with prowess. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Monastery Mentor 2 W Creature -- Human Monk Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever you cast a noncreature spell, create a 1/1 white Monk creature token with prowess. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Monastery Mentor 2 W Creature -- Human Monk Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever you cast a noncreature spell, create a 1/1 white Monk creature token with prowess. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seismic Rupture 2 R Sorcery Seismic Rupture deals 2 damage to each creature without flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

