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| <div><div>All That Glitters<div>1W</div></div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 for each artifact and/or enchantment you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                     | <div><div>All That Glitters<div>1W</div></div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 for each artifact and/or enchantment you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                     | <div><div>All That Glitters<div>1W</div></div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 for each artifact and/or enchantment you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                     | <div><div>Alpha Authority<div>1G</div></div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature has hexproof and can't be blocked by more than one creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                       |
| <div><div>Audacity<div>G</div></div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.)<br/>When this Aura is put into a graveyard from the battlefield, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Audacity<div>G</div></div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.)<br/>When this Aura is put into a graveyard from the battlefield, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Audacity<div>G</div></div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.)<br/>When this Aura is put into a graveyard from the battlefield, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Audacity<div>G</div></div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.)<br/>When this Aura is put into a graveyard from the battlefield, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><b>Boseiju, Who Endures</b></div><div>Legendary Land</div><div>{T}: Add {G}.<br/>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Brushland</b></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {W}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                              | <div><div><b>Brushland</b></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {W}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                          | <div><div><b>Brushland</b></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {W}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                           |
| <div><div><b>Brushland</b></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {W}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                            | <div><div><b>Cartouche of Solidarity</b> (W)</div><div>Enchantment -- Aura Cartouche</div><div>Enchant creature you control<br/>When this Aura enters, create a 1/1 white Warrior creature token with vigilance.<br/>Enchanted creature gets +1/+1 and has first strike. (It deals combat damage before creatures without first strike.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Eiganjo, Seat of the Empire</b></div><div>Legendary Land</div><div>{T}: Add {W}.<br/>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Ethereal Armor</b> (W)</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 for each enchantment you control and has first strike.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Ethereal Armor</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 for each enchantment you control and has first strike.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     | <div><div>Ethereal Armor</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 for each enchantment you control and has first strike.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     | <div><div>Ethereal Armor</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 for each enchantment you control and has first strike.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                      |
| <div><div>Gladecover Scout</div><div>Creature -- Elf Scout</div><div>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gladecover Scout</div><div>Creature -- Elf Scout</div><div>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gladecover Scout</div><div>Creature -- Elf Scout</div><div>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gladecover Scout</div><div>Creature -- Elf Scout</div><div>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Gryff's Boon</b> (W)<br>Enchantment -- Aura<br>Enchant creature<br>Enchanted creature gets +1/+0 and has flying.<br>{3}{W}: Return this card from your graveyard to the battlefield attached to target creature.<br>Activate only as a sorcery.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Hushwood Verge</b><br>Land<br>{T}: Add {G}.<br>{T}: Add {W}. Activate only if you control a Forest or a Plains.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                             | <b>Hushwood Verge</b><br>Land<br>{T}: Add {G}.<br>{T}: Add {W}. Activate only if you control a Forest or a Plains.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                        | <b>Kaya's Ghostform</b> (B)<br>Enchantment -- Aura<br>Enchant creature or planeswalker you control<br>When enchanted permanent dies or is put into exile, return that card to the battlefield under your control.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                         |
| <b>Leyline of Sanctity</b> (2)(W)(W)<br>Enchantment<br>If this card is in your opening hand, you may begin the game with it on the battlefield.<br>You have hexproof. (You can't be the target of spells or abilities your opponents control.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev     | <b>Leyline of Sanctity</b> (2)(W)(W)<br>Enchantment<br>If this card is in your opening hand, you may begin the game with it on the battlefield.<br>You have hexproof. (You can't be the target of spells or abilities your opponents control.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Light-Paws, Emperor's Voice</b> (1)(W)<br>Legendary Creature -- Fox Advisor<br>Whenever an Aura you control enters, if you cast it, you may search your library for an Aura card with mana value less than or equal to that Aura and with a different name than each Aura you control, put that card onto the battlefield attached to Light-Paws, then shuffle.<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Light-Paws, Emperor's Voice</b> (1)(W)<br>Legendary Creature -- Fox Advisor<br>Whenever an Aura you control enters, if you cast it, you may search your library for an Aura card with mana value less than or equal to that Aura and with a different name than each Aura you control, put that card onto the battlefield attached to Light-Paws, then shuffle.<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div><div>Light-Paws, Emperor's Voice (1)(W)</div><div>Legendary Creature -- Fox Advisor</div><div>Whenever an Aura you control enters, if you cast it, you may search your library for an Aura card with mana value less than or equal to that Aura and with a different name than each Aura you control, put that card onto the battlefield attached to Light-Paws, then shuffle.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Light-Paws, Emperor's Voice (1)(W)</div><div>Legendary Creature -- Fox Advisor</div><div>Whenever an Aura you control enters, if you cast it, you may search your library for an Aura card with mana value less than or equal to that Aura and with a different name than each Aura you control, put that card onto the battlefield attached to Light-Paws, then shuffle.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mana Confluence</div><div>Land</div><div>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 | <div><div>Mana Confluence</div><div>Land</div><div>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Optimistic Scavenger (W)</div><div>Creature -- Human Scout</div><div>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                    | <div><div>Optimistic Scavenger (W)</div><div>Creature -- Human Scout</div><div>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                    | <div><div>Optimistic Scavenger (W)</div><div>Creature -- Human Scout</div><div>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                      |

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| <div><div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                   | <div><div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                         | <div><div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                         | <div><div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                         |
| <div><div><div>Sentinel's Eyes</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 and has vigilance.<br/>Escape--{W}, Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Shardmage's Rescue</div><div>Enchantment -- Aura</div><div>Flash<br/>Enchant creature you control<br/>As long as this Aura entered this turn, enchanted creature has hexproof.<br/>Enchanted creature gets +1/+1.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Shardmage's Rescue</div><div>Enchantment -- Aura</div><div>Flash<br/>Enchant creature you control<br/>As long as this Aura entered this turn, enchanted creature has hexproof.<br/>Enchanted creature gets +1/+1.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Shardmage's Rescue</div><div>Enchantment -- Aura</div><div>Flash<br/>Enchant creature you control<br/>As long as this Aura entered this turn, enchanted creature has hexproof.<br/>Enchanted creature gets +1/+1.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Sheltered by Ghosts</div><div>①②</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><div><div>Sheltered by Ghosts</div><div>①②</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><div><div>Sheltered by Ghosts</div><div>①②</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><div><div>Sheltered by Ghosts</div><div>①②</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><div><div>Temple Garden</div></div><div>Land -- Forest Plains</div><div>({T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2<br/>life. If you don't, it enters<br/>tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                           | <div><div><div>Temple Garden</div></div><div>Land -- Forest Plains</div><div>({T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2<br/>life. If you don't, it enters<br/>tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                           | <div><div><div>Temple Garden</div></div><div>Land -- Forest Plains</div><div>({T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2<br/>life. If you don't, it enters<br/>tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                           | <div><div><div>Temple Garden</div></div><div>Land -- Forest Plains</div><div>({T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2<br/>life. If you don't, it enters<br/>tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                           |

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| <div><div>Toadstool Admirer</div><div><div>6</div></div></div> <div><div>Creature -- Ouphe</div><div>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)<br/>{3}{6}: Put a +1/+1 counter on this creature.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  | <div><div>Toadstool Admirer</div><div><div>6</div></div></div> <div><div>Creature -- Ouphe</div><div>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)<br/>{3}{6}: Put a +1/+1 counter on this creature.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div>Toadstool Admirer</div><div><div>6</div></div></div> <div><div>Creature -- Ouphe</div><div>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)<br/>{3}{6}: Put a +1/+1 counter on this creature.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div>Toadstool Admirer</div><div><div>6</div></div></div> <div><div>Creature -- Ouphe</div><div>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)<br/>{3}{6}: Put a +1/+1 counter on this creature.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <div><div>Warbriar Blessing</div><div><div>16</div></div></div> <div><div>Enchantment -- Aura</div><div>Enchant creature you control<br/>When this Aura enters, enchanted creature fights up to one target creature you don't control. (Each deals damage equal to its power to the other.)<br/>Enchanted creature gets +0/+2.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Get Lost</div><div><div>1W</div></div></div> <div><div>Instant</div><div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")<br/><br/>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Get Lost</div><div><div>1W</div></div></div> <div><div>Instant</div><div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")<br/><br/>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Invasion of Gobakhan</div><div><div>1W</div></div></div> <div><div>Battle -- Siege</div><div>(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)<br/>When this Siege enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.<br/><br/>[sideboard]<br/><div><div>D3</div></div><div>----- BACK FACE -----</div><div><div>Lightshield Array</div><div>Enchantment</div><div>At the beginning of your end step, put a +1/+1 counter on each creature that attacked this turn.<br/>Sacrifice this enchantment: Creatures you control gain hexproof and indestructible until end of turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> |

① W

(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)

When this *Siege* enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.

[sideboard]

D 3

- - - BACK FACE - - -

## Enchantment

At the beginning of your end step, put a +1/+1 counter on each creature that attacked this turn.

Sacrifice this enchantment: Creatures you control gain hexproof and indestructible until end of turn.

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2 W W

If this card is in your opening hand, you may begin the game with it on the battlefield.

You have hexproof. (You can't be the target of spells or abilities your opponents control.)

[sidebar]

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② W W

If this card is in your opening hand, you may begin the game with it on the battlefield.

You have hexproof. (You can't be the target of spells or abilities your opponents control.)

[sidebar]

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W

When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.

[sideboard]

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① ② W

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 PLAY botbox.dev

sheet 9/10 - 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><div>Rest in Peace</div><div>①W</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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Rest in Peace</div><div>①W</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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Tamiyo's Safekeeping</div><div>⑥</div></div><div>Instant</div><div>Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Tamiyo's Safekeeping</div><div>⑥</div></div><div>Instant</div><div>Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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