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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                            | <div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                        | <div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                        | <div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                        |
| <div><div><div>Boseiju, Who Endures</div><div>Legendary Land</div><div>{T}: Add {G}. 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><div><div>Daybreak Coronet</div><div>Enchantment -- Aura</div><div>Enchant creature with another Aura attached to it<br/>Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. (Damage dealt by the creature also causes its controller to gain that much life.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Daybreak Coronet</div><div>Enchantment -- Aura</div><div>Enchant creature with another Aura attached to it<br/>Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. (Damage dealt by the creature also causes its controller to gain that much life.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Daybreak Coronet</div><div>Enchantment -- Aura</div><div>Enchant creature with another Aura attached to it<br/>Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. (Damage dealt by the creature also causes its controller to gain that much life.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

W W

Enchant creature with another Aura attached to it  
Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. (Damage dealt by the creature also causes its controller to gain that much life.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Enchant creature  
Enchanted creature gets +1/+1 for  
each enchantment you control and has  
first strike.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Enchant creature  
Enchanted creature gets +1/+1 for  
each enchantment you control and has  
first strike.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Enchant creature  
Enchanted creature gets +1/+1 for  
each enchantment you control and has  
first strike.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Enchant creature  
Enchanted creature gets +1/+1 for  
each enchantment you control and has  
first strike.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.

[T]: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div><div>Gladecover Scout</div><div>6</div></div><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><div><div>Gladecover Scout</div><div>6</div></div><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><div><div>Horizon Canopy</div><div></div></div><div><div>Land</div><div>{T}, Pay 1 life: Add {G} or {W}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                           | <div><div><div>Horizon Canopy</div><div></div></div><div><div>Land</div><div>{T}, Pay 1 life: Add {G} or {W}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                           |
| <div><div><div>Horizon Canopy</div><div></div></div><div><div>Land</div><div>{T}, Pay 1 life: Add {G} or {W}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                   | <div><div><div>Horizon Canopy</div><div></div></div><div><div>Land</div><div>{T}, Pay 1 life: Add {G} or {W}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                   | <div><div><div>Hyena Umbra</div><div>W</div></div><div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 and has first strike.<br/>Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Hyena Umbra</div><div>W</div></div><div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 and has first strike.<br/>Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Hyena Umbra</b> (W)<br><hr/> Enchantment -- Aura<br><hr/> <p>Enchant creature<br/> Enchanted creature gets +1/+1 and has first strike.<br/> Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)</p> <div>0/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Kor Spiritdancer</b> (1)(W)<br><hr/> Creature -- Kor Wizard<br><hr/> <p>This creature gets +2/+2 for each Aura attached to it.<br/> Whenever you cast an Aura spell, you may draw a card.</p> <div>0/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                      | <b>Kor Spiritdancer</b> (1)(W)<br><hr/> Creature -- Kor Wizard<br><hr/> <p>This creature gets +2/+2 for each Aura attached to it.<br/> Whenever you cast an Aura spell, you may draw a card.</p> <div>0/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                      | <b>Kor Spiritdancer</b> (1)(W)<br><hr/> Creature -- Kor Wizard<br><hr/> <p>This creature gets +2/+2 for each Aura attached to it.<br/> Whenever you cast an Aura spell, you may draw a card.</p> <div>0/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                      |
| <b>Kor Spiritdancer</b> (1)(W)<br><hr/> Creature -- Kor Wizard<br><hr/> <p>This creature gets +2/+2 for each Aura attached to it.<br/> Whenever you cast an Aura spell, you may draw a card.</p> <div>0/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                    | <b>Light-Paws, Emperor's Voice</b> (1)(W)<br><hr/> Legendary Creature -- Fox Advisor<br><hr/> <p>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.</p> <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Light-Paws, Emperor's Voice</b> (1)(W)<br><hr/> Legendary Creature -- Fox Advisor<br><hr/> <p>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.</p> <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Light-Paws, Emperor's Voice</b> (1)(W)<br><hr/> Legendary Creature -- Fox Advisor<br><hr/> <p>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.</p> <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

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|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Lush Portico</div><div>Land -- Forest Plains</div><div>({T}: Add {G} or {W}.)<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>Rancor</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample.<br/>When this Aura is put into a graveyard from the battlefield, return it to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rancor</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample.<br/>When this Aura is put into a graveyard from the battlefield, return it to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rancor</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample.<br/>When this Aura is put into a graveyard from the battlefield, return it to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Rancor</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample.<br/>When this Aura is put into a graveyard from the battlefield, return it to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  |

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| <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 nonland permanent an opponent controls until this Aura leaves the battlefield.<br/>Enchanted creature gets +1/+0 and 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 nonland permanent an opponent controls until this Aura leaves the battlefield.<br/>Enchanted creature gets +1/+0 and 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 nonland permanent an opponent controls until this Aura leaves the battlefield.<br/>Enchanted creature gets +1/+0 and 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 nonland permanent an opponent controls until this Aura leaves the battlefield.<br/>Enchanted creature gets +1/+0 and has lifelink and ward {2}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Slippery Bogle</div><div><div>6</div><div>U</div></div></div> <div>Creature -- Beast</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>Slippery Bogle</div><div><div>6</div><div>U</div></div></div> <div>Creature -- Beast</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>Slippery Bogle</div><div><div>6</div><div>U</div></div></div> <div>Creature -- Beast</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>Slippery Bogle</div><div><div>6</div><div>U</div></div></div> <div>Creature -- Beast</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>                                                                                                                  |

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| <div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                    | <div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            | <div><div>Spider Umbra6</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 and has reach. (It can block creatures with flying.)<br/>Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Spider Umbra6</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 and has reach. (It can block creatures with flying.)<br/>Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spirit Mantle1W</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 and has protection from creatures.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Temple Garden</div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Temple Garden</div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                         |

## Windswept Heath

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Windswept Heath

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Windswept Heath

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Windswept Heath

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Boseiju, Who Endures

## Legendary Land

**{T}: Add {G}.**  
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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Containment Priest**      ① ①W

Creature -- Human Cleric

Flash  
If a nontoken creature would enter  
and it wasn't cast, exile it  
instead.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Doorkeeper Thru11** (1)(W)

Creature -- Thrull

```
Flash
Flying
Artifacts and creatures entering
don't cause abilities to trigger.
```

[sidebar]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Drannith Magistrate** (1) (W)

Creature -- Human Wizard

Your opponents can't cast spells from anywhere other than their hands.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Smale, Harlie - Modern (\$5K RCQ - Modern - SCG CON Washington DC - Sunday

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.

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

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| <div> <b>Gaddock Teeg</b> <span>G</span><span>W</span> </div> <div>           Legendary Creature -- Kithkin Advisor         </div> <div>           Noncreature spells with mana value 4 or greater can't be cast.<br/>           Noncreature spells with {X} in their mana costs can't be cast.         </div> <div>           [sideboard]         </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Gaddock Teeg</b> <span>G</span><span>W</span> </div> <div>           Legendary Creature -- Kithkin Advisor         </div> <div>           Noncreature spells with mana value 4 or greater can't be cast.<br/>           Noncreature spells with {X} in their mana costs can't be cast.         </div> <div>           [sideboard]         </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Gaddock Teeg</b> <span>G</span><span>W</span> </div> <div>           Legendary Creature -- Kithkin Advisor         </div> <div>           Noncreature spells with mana value 4 or greater can't be cast.<br/>           Noncreature spells with {X} in their mana costs can't be cast.         </div> <div>           [sideboard]         </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>On Thin Ice</b> <span>W</span> </div> <div>           Snow Enchantment -- Aura         </div> <div>           Enchant snow land you control<br/>           When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield.         </div> <div>           [sideboard]         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>  |
| <div> <b>On Thin Ice</b> <span>W</span> </div> <div>           Snow Enchantment -- Aura         </div> <div>           Enchant snow land you control<br/>           When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield.         </div> <div>           [sideboard]         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                      | <div> <b>On Thin Ice</b> <span>W</span> </div> <div>           Snow Enchantment -- Aura         </div> <div>           Enchant snow land you control<br/>           When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield.         </div> <div>           [sideboard]         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                      | <div> <b>On Thin Ice</b> <span>W</span> </div> <div>           Snow Enchantment -- Aura         </div> <div>           Enchant snow land you control<br/>           When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield.         </div> <div>           [sideboard]         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                      | <div> <b>Rest in Peace</b> <span>1</span><span>W</span> </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> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |

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| <div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sanctifier en-Vec</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <p>Protection from black and from red</p> <p>When this creature enters, exile all cards that are black or red from all graveyards.</p> <p>If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.</p> <p>[sideboard]</p> </div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Stony Silence</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>Activated abilities of artifacts can't be activated.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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