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| <div><div>Adarkar Wastes</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {U}. This land deals 1 damage to you.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                               | <div><div>Adarkar Wastes</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {U}. This land deals 1 damage to you.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                               | <div><div>Adarkar Wastes</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {U}. This land deals 1 damage to you.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                  | <div><div>Adarkar Wastes</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {U}. This land deals 1 damage to you.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                          |
| <div><div>Archon of Emerica</div><div>2W</div><div>Creature -- Archon</div><div><div>Flying</div><div>Each player can't cast more than one spell each turn.</div><div>Nonbasic lands your opponents control enter tapped.</div></div><div><div>2/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Archon of Emerica</div><div>2W</div><div>Creature -- Archon</div><div><div>Flying</div><div>Each player can't cast more than one spell each turn.</div><div>Nonbasic lands your opponents control enter tapped.</div></div><div><div>2/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Cavern of Souls</div><div>Land</div><div><div>As this land enters, choose a creature type.</div><div>{T}: Add {C}.</div><div>{T}: Add one mana of any color.</div><div>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Containment Priest</div><div>1W</div><div>Creature -- Human Cleric</div><div><div>Flash</div><div>If a nontoken creature would enter and it wasn't cast, exile it instead.</div></div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <b>Containment Priest</b> (1)(W)<br>Creature -- Human Cleric<br>Flash<br>If a nontoken creature would enter and it wasn't cast, exile it instead.<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                         | <b>Containment Priest</b> (1)(W)<br>Creature -- Human Cleric<br>Flash<br>If a nontoken creature would enter and it wasn't cast, exile it instead.<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                         | <b>Eiganjo, Seat of the Empire</b><br>Legendary Land<br>{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.<br>3/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Eldrazi Displacer</b> (2)(W)<br>Creature -- Eldrazi<br>Devoid (This card has no color.)<br>{2}{C}: Exile another target creature, then return it to the battlefield tapped under its owner's control. ({C} represents colorless mana.)<br>3/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Eldrazi Displacer</b> (2)(W)<br>Creature -- Eldrazi<br>Devoid (This card has no color.)<br>{2}{C}: Exile another target creature, then return it to the battlefield tapped under its owner's control. ({C} represents colorless mana.)<br>3/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Eldrazi Displacer</b> (2)(W)<br>Creature -- Eldrazi<br>Devoid (This card has no color.)<br>{2}{C}: Exile another target creature, then return it to the battlefield tapped under its owner's control. ({C} represents colorless mana.)<br>3/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Eldrazi Temple</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.<br>3/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                        | <b>Eldrazi Temple</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.<br>3/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                      |

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| <div>Eldrazi Temple</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Eldrazi Temple</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Elesh Norn, Mother of Machines 4W</div> <div>Legendary Creature -- Phyrexian Praetor</div> <div>Vigilance</div> <div>If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. Permanents entering don't cause abilities of permanents your opponents control to trigger.</div> <div>4/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Field of Ruin</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                            |
| <div>Flooded Strand</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>           | <div>Flooded Strand</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>           | <div>Fountainport</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{2}, {T}, Sacrifice a token: Draw a card.</div> <div>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.</div> <div>{4}, {T}: Create a Treasure token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                   | <div>Glaring Fleshrazer 2C</div> <div>Creature -- Eldrazi Drone</div> <div>Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div> <div>Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Glaring Fleshrazer</b> (2)(C)<br>Creature -- Eldrazi Drone<br>Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br>Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Glaring Fleshrazer</b> (2)(C)<br>Creature -- Eldrazi Drone<br>Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br>Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Glaring Fleshrazer</b> (2)(C)<br>Creature -- Eldrazi Drone<br>Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br>Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Hallowed Fountain</b><br>Land -- Plains Island<br>({T}: Add {W} or {U}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.                                                                                                                                                                                                 |
| <b>Island</b><br>Basic Land -- Island<br>({T}: Add {U}.)                                                                                                                                                                                                                                                                                                                       | <b>Kozilek's Command</b> (X)(C)(C)<br>Kindred Instant -- Eldrazi<br>Choose two --<br>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br>* Target player scries X, then draws a card.<br>* Exile target creature with mana value X or less.<br>* Exile up to X target cards from graveyards.                        | <b>Kozilek's Command</b> (X)(C)(C)<br>Kindred Instant -- Eldrazi<br>Choose two --<br>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br>* Target player scries X, then draws a card.<br>* Exile target creature with mana value X or less.<br>* Exile up to X target cards from graveyards.                        | <b>Kozilek's Command</b> (X)(C)(C)<br>Kindred Instant -- Eldrazi<br>Choose two --<br>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br>* Target player scries X, then draws a card.<br>* Exile target creature with mana value X or less.<br>* Exile up to X target cards from graveyards. |

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| <div> <div>Kozilek's Command</div> <div> <div>X</div> <div>C</div> <div>C</div> </div> </div> <div>Kindred Instant -- Eldrazi</div> <div> <p>Choose two --</p> <ul style="list-style-type: none"> <li>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</li> <li>* Target player scries X, then draws a card.</li> <li>* Exile target creature with mana value X or less.</li> <li>* Exile up to X target cards from graveyards.</li> </ul> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Meticulous Archive</div> </div> <div>Land -- Plains Island</div> <div> <p>([T]: Add [W] or [U].)</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div> <div>1/1</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>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> <div>1/1</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>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> <div>1/1</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>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> <div>1/1</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>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> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Mystic Gate</div> </div> <div>Land</div> <div> <p>[T]: Add [C].</p> <p>[W/U], [T]: Add [W]{W}, [W]{U}, or [U]{U}.</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                | <div> <div>Mystic Gate</div> </div> <div>Land</div> <div> <p>[T]: Add [C].</p> <p>[W/U], [T]: Add [W]{W}, [W]{U}, or [U]{U}.</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                |

## Mystic Gate

Land

$\{T\}$ : Add  $\{C\}$ .  
 $\{W/U\}$ ,  $\{T\}$ : Add  $\{W\}\{W\}$ ,  $\{W\}\{U\}$ , or  
 $\{U\}\{U\}$ .

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## Nimbus Maze

Land

{T}: Add {C}.  
{T}: Add {W}. Activate only if you control an Island.  
{T}: Add {U}. Activate only if you control a Plains.

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Phelia, Exuberant Shepherd (1)(W)

Legendary Creature -- Dog

Flash  
Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

## Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

## Plains

Basic Land -- Plains

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

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## Rite of Replication (2UU)

Sorcerv

Kicker {5} (You may pay an additional {5} as you cast this spell.)  
Create a token that's a copy of target creature. If this spell was kicked, create five of those tokens instead.

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## Suncleanser

Creature -- Human Cleric

```
When this creature enters, choose
one --
* Remove all counters from target
creature. It can't have counters put
on it for as long as this creature
remains on the battlefield.
* Target opponent loses all
counters. That player can't get
counters for as long as this
creature remains on the battlefield.
```

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

## Suncleanser

Creature -- Human Cleric

```
When this creature enters, choose
one --
* Remove all counters from target
creature. It can't have counters put
on it for as long as this creature
remains on the battlefield.
* Target opponent loses all
counters. That player can't get
counters for as long as this
creature remains on the battlefield.
```

1/4

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| <div>Thought-Knot Seer</div> <div>3C</div> <div>Creature -- Eldrazi</div> <div>{C} represents colorless mana.)<br/>When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.<br/>When this creature leaves the battlefield, target opponent draws a card.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thought-Knot Seer</div> <div>3C</div> <div>Creature -- Eldrazi</div> <div>{C} represents colorless mana.)<br/>When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.<br/>When this creature leaves the battlefield, target opponent draws a card.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thought-Knot Seer</div> <div>3C</div> <div>Creature -- Eldrazi</div> <div>{C} represents colorless mana.)<br/>When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.<br/>When this creature leaves the battlefield, target opponent draws a card.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thought-Knot Seer</div> <div>3C</div> <div>Creature -- Eldrazi</div> <div>{C} represents colorless mana.)<br/>When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.<br/>When this creature leaves the battlefield, target opponent draws a card.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Wastes</div> <div></div> <div>Basic Land</div> <div>{T}: Add {C}.</div> <div></div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                    | <div>White Orchid Phantom</div> <div>WW</div> <div>Creature -- Spirit Knight</div> <div>Flying, first strike<br/>When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                  | <div>White Orchid Phantom</div> <div>WW</div> <div>Creature -- Spirit Knight</div> <div>Flying, first strike<br/>When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                  | <div>White Orchid Phantom</div> <div>WW</div> <div>Creature -- Spirit Knight</div> <div>Flying, first strike<br/>When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                  |

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| <div><div><div>White Orchid Phantom</div><div><div>W</div><div>W</div></div></div><div><div>Creature -- Spirit Knight</div><div>Flying, first strike<br/>When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Witch Enchanter</div><div><div>3</div><div>W</div></div></div><div><div>Creature -- Human Warlock</div><div>When this creature enters, destroy target artifact or enchantment an opponent controls.</div><div>2/2</div></div><div><div>BACK FACE</div></div><div><div>Witch-Blessed Meadow</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Witch Enchanter</div><div><div>3</div><div>W</div></div></div><div><div>Creature -- Human Warlock</div><div>When this creature enters, destroy target artifact or enchantment an opponent controls.</div><div>2/2</div></div><div><div>BACK FACE</div></div><div><div>Witch-Blessed Meadow</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Witch Enchanter</div><div><div>3</div><div>W</div></div></div><div><div>Creature -- Human Warlock</div><div>When this creature enters, destroy target artifact or enchantment an opponent controls.</div><div>2/2</div></div><div><div>BACK FACE</div></div><div><div>Witch-Blessed Meadow</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Consign to Memory</div><div><div>U</div></div></div><div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                          | <div><div><div>Consign to Memory</div><div><div>U</div></div></div><div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                         | <div><div><div>Consign to Memory</div><div><div>U</div></div></div><div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                         | <div><div><div>Consign to Memory</div><div><div>U</div></div></div><div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                         |

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| <div><div>Engineered Explosives</div><div>X</div></div> <div>Artifact</div> <div>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) {2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Get Lost</div><div>1W</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.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Path to Exile</div><div>W</div></div> <div>Instant</div> <div>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Repeal</div><div>XU</div></div> <div>Instant</div> <div>Return target nonland permanent with mana value X to its owner's hand. Draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Repeal</div><div>XU</div></div> <div>Instant</div> <div>Return target nonland permanent with mana value X to its owner's hand. Draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                       | <div><div>Rest in Peace</div><div>1W</div></div> <div>Enchantment</div> <div>When this enchantment enters, exile all graveyards. 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>Rest in Peace</div><div>1W</div></div> <div>Enchantment</div> <div>When this enchantment enters, exile all graveyards. 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>Spell Snare</div><div>U</div></div> <div>Instant</div> <div>Counter target spell with mana value 2.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                         |

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| <div> <div> <b>Spell Snare</b> <span>U</span> </div> <div> Instant </div> <div> Counter target spell with mana value 2. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Suncleanser</b> <span>1W</span> </div> <div> Creature -- Human Cleric </div> <div> When this creature enters, choose one -- <ul style="list-style-type: none"> <li>* Remove all counters from target creature. It can't have counters put on it for as long as this creature remains on the battlefield.</li> <li>* Target opponent loses all counters. That player can't get counters for as long as this creature remains on the battlefield.</li> </ul> </div> <div> <div>[sideboard]</div> </div> <div> <div>1/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Vexing Bauble</b> <span>1</span> </div> <div> Artifact </div> <div> Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
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