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| <div><div>Aether Spellbomb</div><div>Artifact</div><div><p>{U}, Sacrifice this artifact: Return target creature to its owner's hand.</p><p>{1}, Sacrifice this artifact: Draw a card.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                              | <div><div>Arcades, the Strategist</div><div>Legendary Creature -- Elder Dragon</div><div><p>Flying, vigilance</p><p>Whenever a creature you control with defender enters, draw a card.</p><p>Each creature you control with defender assigns combat damage equal to its toughness rather than its power and can attack as though it didn't have defender.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Arcades, the Strategist</div><div>Legendary Creature -- Elder Dragon</div><div><p>Flying, vigilance</p><p>Whenever a creature you control with defender enters, draw a card.</p><p>Each creature you control with defender assigns combat damage equal to its toughness rather than its power and can attack as though it didn't have defender.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Breeding Pool</div><div>Land -- Forest Island</div><div><p>(T): Add {G} or {U}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                          |
| <div><div>Chord of Calling</div><div>Instant</div><div><p>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)</p><p>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Chord of Calling</div><div>Instant</div><div><p>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)</p><p>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                        | <div><div>Chord of Calling</div><div>Instant</div><div><p>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)</p><p>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                        | <div><div>Chord of Calling</div><div>Instant</div><div><p>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)</p><p>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <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>                                                                                                                                     | <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>                                                                                                                                     | <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>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                               |
| <div><div>Gilded Goose</div><div>6</div><div>Creature -- Bird</div><div>Flying<br/>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>{1}{G}, {T}: Create a Food token.<br/>{T}, Sacrifice a Food: Add one mana of any color.</div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gilded Goose</div><div>6</div><div>Creature -- Bird</div><div>Flying<br/>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>{1}{G}, {T}: Create a Food token.<br/>{T}, Sacrifice a Food: Add one mana of any color.</div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gilded Goose</div><div>6</div><div>Creature -- Bird</div><div>Flying<br/>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>{1}{G}, {T}: Create a Food token.<br/>{T}, Sacrifice a Food: Add one mana of any color.</div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gilded Goose</div><div>6</div><div>Creature -- Bird</div><div>Flying<br/>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>{1}{G}, {T}: Create a Food token.<br/>{T}, Sacrifice a Food: Add one mana of any color.</div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Hallowed Fountain</div> <div>Land -- Plains Island</div> <div> ({T}: Add {W} or {U}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                               | <div> <div>Haywire Mite</div> <div>Artifact Creature -- Insect</div> <div> When this creature dies, you gain 2 life.<br/> {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment. </div> <div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                        | <div> <div>High Alert</div> <div>Enchantment</div> <div> Each creature you control assigns combat damage equal to its toughness rather than its power.<br/> Creatures you control can attack as though they didn't have defender.<br/> {2}{W}{U}: Untap target creature. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>High Alert</div> <div>Enchantment</div> <div> Each creature you control assigns combat damage equal to its toughness rather than its power.<br/> Creatures you control can attack as though they didn't have defender.<br/> {2}{W}{U}: Untap target creature. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>High Alert</div> <div>Enchantment</div> <div> Each creature you control assigns combat damage equal to its toughness rather than its power.<br/> Creatures you control can attack as though they didn't have defender.<br/> {2}{W}{U}: Untap target creature. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>High Alert</div> <div>Enchantment</div> <div> Each creature you control assigns combat damage equal to its toughness rather than its power.<br/> Creatures you control can attack as though they didn't have defender.<br/> {2}{W}{U}: Untap target creature. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Island</div> <div>Basic Land -- Island</div> <div> ({T}: Add {U}.) </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                            | <div> <div>Lay Down Arms</div> <div>Sorcery</div> <div> Exile target creature with mana value less than or equal to the number of Plains you control. Its controller gains 3 life. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                       |

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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>Misty Rainforest</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>               | <div><div>Misty Rainforest</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>               | <div><div>Misty Rainforest</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</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>                                                                                                                                                                  | <div><div>Prismatic Ending</div><div>Sorcery</div><div>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Prismatic Ending</div><div>Sorcery</div><div>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Prismatic Ending</div><div>Sorcery</div><div>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Prismatic Ending</b> <span>(X)(W)</span> </div> <div>Sorcery</div> <div> <p>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                      | <div> <b>Shifting Woodland</b> </div> <div>Land</div> <div> <p>This land enters tapped unless you control a Forest.<br/> {T}: Add {G}.<br/> Delirium -- {2}{G}{G}: This land becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your graveyard.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Shifting Woodland</b> </div> <div>Land</div> <div> <p>This land enters tapped unless you control a Forest.<br/> {T}: Add {G}.<br/> Delirium -- {2}{G}{G}: This land becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your graveyard.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                   | <div> <b>Soulless Jailer</b> <span>(2)</span> </div> <div>Artifact Creature -- Phyrexian Golem</div> <div> <p>Permanent cards in graveyards can't enter the battlefield.<br/> Players can't cast noncreature spells from graveyards or exile.</p> </div> <div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                  |
| <div> <b>Suncleanser</b> <span>(1)(W)</span> </div> <div>Creature -- Human Cleric</div> <div> <p>When this creature enters, choose one --<br/> * Remove all counters from target creature. It can't have counters put on it for as long as this creature remains on the battlefield.<br/> * Target opponent loses all counters. That player can't get counters for as long as this creature remains on the battlefield.</p> </div> <div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Temple Garden</b> </div> <div>Land -- Forest Plains</div> <div> <p>{T}: Add {G} or {W}.<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                              | <div> <b>Urza's Saga</b> </div> <div>Enchantment Land -- Urza's Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/> I -- This Saga gains "{T}: Add {C}."<br/> II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/> III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Urza's Saga</b> </div> <div>Enchantment Land -- Urza's Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/> I -- This Saga gains "{T}: Add {C}."<br/> II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/> III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <b>Urza's Saga</b><br>Enchantment Land -- Urza's Saga<br>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br>I -- This Saga gains "{T}: Add {C}."<br>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.<br><div>0/3</div> | <b>Walking Bulwark</b><br>Artifact Creature -- Golem<br>Defender<br>{2}: Until end of turn, target creature with defender gains haste, can attack as though it didn't have defender, and assigns combat damage equal to its toughness rather than its power. Activate only as a sorcery.<br><div>0/3</div> | <b>Walking Bulwark</b><br>Artifact Creature -- Golem<br>Defender<br>{2}: Until end of turn, target creature with defender gains haste, can attack as though it didn't have defender, and assigns combat damage equal to its toughness rather than its power. Activate only as a sorcery.<br><div>0/3</div> | <b>Wall of Blossoms</b><br>Creature -- Plant Wall<br>Defender<br>When this creature enters, draw a card.<br><div>0/4</div>                            |
| <b>Wall of Blossoms</b><br>Creature -- Plant Wall<br>Defender<br>When this creature enters, draw a card.<br><div>0/4</div>                                                                                                                                                                                                                                                                                                                                                                     | <b>Wall of Blossoms</b><br>Creature -- Plant Wall<br>Defender<br>When this creature enters, draw a card.<br><div>0/4</div>                                                                                                                                                                                 | <b>Wall of Blossoms</b><br>Creature -- Plant Wall<br>Defender<br>When this creature enters, draw a card.<br><div>0/4</div>                                                                                                                                                                                 | <b>Wall of Denial</b><br>Creature -- Wall<br>Defender, flying<br>Shroud (This creature can't be the target of spells or abilities.)<br><div>0/8</div> |

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| <b>Wall of Denial</b> (1)(W)(U)<br>Creature -- Wall<br>Defender, flying<br>Shroud (This creature can't be the target of spells or abilities.)<br>0/8<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev     | <b>Wall of Denial</b> (1)(W)(U)<br>Creature -- Wall<br>Defender, flying<br>Shroud (This creature can't be the target of spells or abilities.)<br>0/8<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev     | <b>Wall of Denial</b> (1)(W)(U)<br>Creature -- Wall<br>Defender, flying<br>Shroud (This creature can't be the target of spells or abilities.)<br>0/8<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev     | <b>Wall of Roots</b> (1)(G)<br>Creature -- Plant Wall<br>Defender<br>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.<br>0/5<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                         |
| <b>Wall of Roots</b> (1)(G)<br>Creature -- Plant Wall<br>Defender<br>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.<br>0/5<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Wall of Roots</b> (1)(G)<br>Creature -- Plant Wall<br>Defender<br>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.<br>0/5<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Wall of Roots</b> (1)(G)<br>Creature -- Plant Wall<br>Defender<br>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.<br>0/5<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Wall of Runes</b> (U)<br>Creature -- Wall<br>Defender (This creature can't attack.)<br>When this creature enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br>0/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div> <div>Wall of Runes</div> <div> <div>U</div> </div> </div> <div> <div>Creature -- Wall</div> <div> <div>Defender (This creature can't attack.)</div> <div>When this creature enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div> </div> <div> <div>0/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                  | <div> <div>Windswept Heath</div> </div> <div> <div>Land</div> <div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                  | <div> <div>Windswept Heath</div> </div> <div> <div>Land</div> <div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                  | <div> <div>Windswept Heath</div> </div> <div> <div>Land</div> <div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                         |
| <div> <div>Consign to Memory</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <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>Consign to Memory</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <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>Consign to Memory</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <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>Damping Sphere</div> <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div> <div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <p><b>Damping Sphere</b> ②</p> <p>Artifact</p> <p>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.<br/>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>        | <p><b>Endurance</b> ①⑥⑥</p> <p>Creature -- Elemental Incarnation</p> <p>Flash<br/>Reach<br/>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.<br/>Evoke--Exile a green card from your hand.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Haywire Mite</b> ①</p> <p>Artifact Creature -- Insect</p> <p>When this creature dies, you gain 2 life.<br/>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                 | <p><b>Mistcaller</b> ①U</p> <p>Creature -- Merfolk Wizard</p> <p>Sacrifice this creature: Until end of turn, if a nontoken creature would enter and it wasn't cast, exile it instead.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                       |
| <p><b>Pick Your Poison</b> ⑥</p> <p>Sorcery</p> <p>Choose one --<br/>* Each opponent sacrifices an artifact of their choice.<br/>* Each opponent sacrifices an enchantment of their choice.<br/>* Each opponent sacrifices a creature with flying of their choice.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Pick Your Poison</b> ⑥</p> <p>Sorcery</p> <p>Choose one --<br/>* Each opponent sacrifices an artifact of their choice.<br/>* Each opponent sacrifices an enchantment of their choice.<br/>* Each opponent sacrifices a creature with flying of their choice.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                     | <p><b>Sanctifier en-Vec</b> ①W①W</p> <p>Creature -- Human Cleric</p> <p>Protection from black and from red<br/>When this creature enters, exile all cards that are black or red from all graveyards.<br/>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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Soul-Guide Lantern</b> ①</p> <p>Artifact</p> <p>When this artifact enters, exile target card from a graveyard.<br/>{T}, Sacrifice this artifact: Exile each opponent's graveyard.<br/>{1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div> <b>Soulless Jailer</b> <div>2</div> </div> <div>           Artifact Creature -- Phyrexian Golem         </div> <div>           Permanent cards in graveyards can't enter the battlefield.<br/>           Players can't cast noncreature spells from graveyards or exile.         </div> <div>           [sideboard]         </div> <div> <div>0/4</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Stone of Erech</b> <div>1</div> </div> <div>           Legendary Artifact         </div> <div>           If a creature an opponent controls would die, exile it instead.<br/>           {2}, {T}, Sacrifice Stone of Erech: Exile target player's graveyard.<br/>           Draw a card.         </div> <div>           [sideboard]         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Suncleanser</b> <div>1W</div> </div> <div>           Creature -- Human Cleric         </div> <div>           When this creature enters, choose one --<br/>           * Remove all counters from target creature. It can't have counters put on it for as long as this creature remains on the battlefield.<br/>           * Target opponent loses all counters. That player can't get counters for as long as this creature remains on the battlefield.         </div> <div>           [sideboard]         </div> <div> <div>1/4</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |  |
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