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| <div><div><div>Aether Hub</div><div>Land</div><div>When this land enters, you get {E} (an energy counter).<br/>{T}: Add {C}.<br/>{T}, Pay {E}: Add one mana of any color.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Aether Hub</div><div>Land</div><div>When this land enters, you get {E} (an energy counter).<br/>{T}: Add {C}.<br/>{T}, Pay {E}: Add one mana of any color.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ajani, Nacatl Pariah1W</div><div>Legendary Creature -- Cat Warrior</div><div>When Ajani enters, create a 2/1 white Cat Warrior creature token.<br/>Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control.</div><div>1/2</div><div>BACK FACE</div><div>Ajani, Nacatl Avenger</div><div>Legendary Planeswalker -- Ajani</div><div>[+2]: Put a +1/+1 counter on each Cat you control.<br/>[0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target.<br/>[-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.</div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Ajani, Nacatl Pariah1W</div><div>Legendary Creature -- Cat Warrior</div><div>When Ajani enters, create a 2/1 white Cat Warrior creature token.<br/>Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control.</div><div>1/2</div><div>BACK FACE</div><div>Ajani, Nacatl Avenger</div><div>Legendary Planeswalker -- Ajani</div><div>[+2]: Put a +1/+1 counter on each Cat you control.<br/>[0]: Create a 2/1 white Cat Warrior creature token. 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When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target.<br/>[-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.</div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Amped Raptor1R</div><div>Creature -- Dinosaur</div><div>First strike<br/>When this creature enters, you get {E}{E} (two energy counters). Then if you cast it from your hand, exile cards from the top of your library until you exile a nonland card. You may cast that card by paying an amount of {E} equal to its mana value rather than paying its mana cost.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Amped Raptor1R</div><div>Creature -- Dinosaur</div><div>First strike<br/>When this creature enters, you get {E}{E} (two energy counters). Then if you cast it from your hand, exile cards from the top of your library until you exile a nonland card. You may cast that card by paying an amount of {E} equal to its mana value rather than paying its mana cost.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
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| <div><div><div>Amped Raptor</div><div>1R</div></div><div>Creature -- Dinosaur</div><div>First strike<br/>When this creature enters, you get {E}{E} (two energy counters). Then if you cast it from your hand, exile cards from the top of your library until you exile a nonland card. You may cast that card by paying an amount of {E} equal to its mana value rather than paying its mana cost.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Amped Raptor</div><div>1R</div></div><div>Creature -- Dinosaur</div><div>First strike<br/>When this creature enters, you get {E}{E} (two energy counters). Then if you cast it from your hand, exile cards from the top of your library until you exile a nonland card. You may cast that card by paying an amount of {E} equal to its mana value rather than paying its mana cost.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Arena of Glory</div></div><div>Land</div><div>This land enters tapped unless you control a Mountain.<br/>{T}: Add {R}.<br/>{R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Arid Mesa</div></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>Arid Mesa</div></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>Arid Mesa</div></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>Arid Mesa</div></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>Elegant Parlor</div></div><div>Land -- Mountain Plains</div><div>(<br/>{T}: Add {R} or {W}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (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> |

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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>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>Galvanic Discharge</div><div>Instant</div><div>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Galvanic Discharge</div><div>Instant</div><div>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Galvanic Discharge</div><div>Instant</div><div>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Galvanic Discharge</div><div>Instant</div><div>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Goblin Bombardment

① R

## Enchantment

Sacrifice a creature: This enchantment deals 1 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Goblin Bombardment

① ② R

## Enchantment

Sacrifice a creature: This enchantment deals 1 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Guide of Souls

W

Creature -- Human Cleric

Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Guide of Souls

W

Creature -- Human Cleric

Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Guide of Souls

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hallowed Fountain

Land -- Plains Island

( $\{T\}$ : Add  $\{W\}$  or  $\{U\}$ .)  
As this land enters, you may pay 2  
life. If you don't, it enters  
tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Meticulous Archive

Land -- Plains Island

([T]: Add [W] or [U].)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your  
library. You may put it into your  
graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Mockingbird</b> (X)(U)<br>Creature -- Bird Bard<br>Flying<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                              | <b>Mockingbird</b> (X)(U)<br>Creature -- Bird Bard<br>Flying<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                              | <b>Mockingbird</b> (X)(U)<br>Creature -- Bird Bard<br>Flying<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                              | <b>Mockingbird</b> (X)(U)<br>Creature -- Bird Bard<br>Flying<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                              |
| <b>Ocelot Pride</b> (W)<br>Creature -- Cat<br>First strike, lifelink<br>Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)<br>At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Ocelot Pride</b> (W)<br>Creature -- Cat<br>First strike, lifelink<br>Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)<br>At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Ocelot Pride</b> (W)<br>Creature -- Cat<br>First strike, lifelink<br>Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)<br>At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Ocelot Pride</b> (W)<br>Creature -- Cat<br>First strike, lifelink<br>Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)<br>At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <b>Phlage, Titan of Fire's Fury</b> ①②③<br>Legendary Creature -- Elder Giant<br>When Phlage enters, sacrifice it unless it escaped.<br>Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life.<br>Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Phlage, Titan of Fire's Fury</b> ①②③<br>Legendary Creature -- Elder Giant<br>When Phlage enters, sacrifice it unless it escaped.<br>Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life.<br>Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                      | <b>Phlage, Titan of Fire's Fury</b> ①②③<br>Legendary Creature -- Elder Giant<br>When Phlage enters, sacrifice it unless it escaped.<br>Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life.<br>Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Plains</b><br>Basic Land -- Plains<br>({T}: Add {W}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                         |
| <b>Plains</b><br>Basic Land -- Plains<br>({T}: Add {W}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                             | <b>Ragavan, Nimble Pilferer</b> ④<br>Legendary Creature -- Monkey Pirate<br>Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.<br>Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Ranger-Captain of Eos</b> ①②③<br>Creature -- Human Soldier Ranger<br>When this creature enters, you may search your library for a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.<br>Sacrifice this creature: Your opponents can't cast noncreature spells this turn.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                     | <b>Ranger-Captain of Eos</b> ①②③<br>Creature -- Human Soldier Ranger<br>When this creature enters, you may search your library for a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.<br>Sacrifice this creature: Your opponents can't cast noncreature spells this turn.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

Playtest cards - Manny- - Modern (Modern Challenge 64)

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 6/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Ranger-Captain of Eos 1WW</div><div>Creature -- Human Soldier Ranger</div><div>When this creature enters, you may search your library for a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.<br/>Sacrifice this creature: Your opponents can't cast noncreature spells this turn.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Ranger-Captain of Eos 1WW</div><div>Creature -- Human Soldier Ranger</div><div>When this creature enters, you may search your library for a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.<br/>Sacrifice this creature: Your opponents can't cast noncreature spells this turn.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} 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><div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} 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><div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} 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><div><div>Scalding Tarn</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                             | <div><div><div>Static Prison W</div><div>Enchantment</div><div>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters).<br/>At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Static Prison W</div><div>Enchantment</div><div>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters).<br/>At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div><div><div>Static Prison</div><div>W</div></div><div>Enchantment</div><div>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters). At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                   | <div><div><div>Static Prison</div><div>W</div></div><div>Enchantment</div><div>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters). At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Steam Vents</div></div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<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><div>Windswept Heath</div></div><div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                   |
| <div><div><div>Bonecrusher Giant</div><div>2R</div></div><div>Creature -- Giant</div><div>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</div><div>[sideboard]</div><div>4/3</div><div>----- ADVENTURE -----</div><div><div><div>Stomp</div><div>1R</div></div><div>Instant -- Adventure</div><div>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Celestial Purge</div><div>1W</div></div><div>Instant</div><div>Exile target black or red permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                        | <div><div><div>Celestial Purge</div><div>1W</div></div><div>Instant</div><div>Exile target black or red permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        | <div><div><div>Consign to Memory</div><div>U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Consign to Memory</div> <div>U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>         | <div> <div>Consign to Memory</div> <div>U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>         | <div> <div>Damping Sphere</div> <div>2</div> </div> <div>Artifact</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                               | <div> <div>Damping Sphere</div> <div>2</div> </div> <div>Artifact</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                               |
| <div> <div>Harsh Mentor</div> <div>1R</div> </div> <div>Creature -- Human Cleric</div> <div>Whenever an opponent activates an ability of an artifact, creature, or land on the battlefield, if it isn't a mana ability, this creature deals 2 damage to that player.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Harsh Mentor</div> <div>1R</div> </div> <div>Creature -- Human Cleric</div> <div>Whenever an opponent activates an ability of an artifact, creature, or land on the battlefield, if it isn't a mana ability, this creature deals 2 damage to that player.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Suncleanser</div> <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>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Suncleanser</div> <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>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

② R R

Players can't gain life.  
Damage can't be prevented.  
When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls.

5/4

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②

{T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2

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②

{T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2

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