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| <div><div>Caretaker's Talent2W</div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn.<br/>{W}: Level 2<br/>When this Class becomes level 2, create a token that's a copy of target token you control.<br/>{3}{W}: Level 3<br/>Creature tokens you control get +2/+2.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Caretaker's Talent2W</div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn.<br/>{W}: Level 2<br/>When this Class becomes level 2, create a token that's a copy of target token you control.<br/>{3}{W}: Level 3<br/>Creature tokens you control get +2/+2.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Caretaker's Talent2W</div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn.<br/>{W}: Level 2<br/>When this Class becomes level 2, create a token that's a copy of target token you control.<br/>{3}{W}: Level 3<br/>Creature tokens you control get +2/+2.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Caretaker's Talent2W</div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn.<br/>{W}: Level 2<br/>When this Class becomes level 2, create a token that's a copy of target token you control.<br/>{3}{W}: Level 3<br/>Creature tokens you control get +2/+2.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Carrot Cake1W</div><div>Artifact -- Food</div><div>When this artifact enters and when you sacrifice it, create a 1/1 white Rabbit creature token and scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>{2}, {T}, Sacrifice this artifact: You gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                              | <div><div>Carrot Cake1W</div><div>Artifact -- Food</div><div>When this artifact enters and when you sacrifice it, create a 1/1 white Rabbit creature token and scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>{2}, {T}, Sacrifice this artifact: You gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                              | <div><div>Carrot Cake1W</div><div>Artifact -- Food</div><div>When this artifact enters and when you sacrifice it, create a 1/1 white Rabbit creature token and scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>{2}, {T}, Sacrifice this artifact: You gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                              | <div><div>Carrot Cake1W</div><div>Artifact -- Food</div><div>When this artifact enters and when you sacrifice it, create a 1/1 white Rabbit creature token and scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>{2}, {T}, Sacrifice this artifact: You gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                              |

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| <div><div>Day of Judgment</div><div><div>2</div><div>W</div><div>W</div></div></div> <div>Sorcery</div> <div>Destroy all creatures.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                             | <div><div>Day of Judgment</div><div><div>2</div><div>W</div><div>W</div></div></div> <div>Sorcery</div> <div>Destroy all creatures.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                             | <div><div>Day of Judgment</div><div><div>2</div><div>W</div><div>W</div></div></div> <div>Sorcery</div> <div>Destroy all creatures.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                             | <div><div>Demolition Field</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land:<br/>Destroy target nonbasic land an<br/>opponent controls. That land's<br/>controller may search their library<br/>for a basic land card, put it onto<br/>the battlefield, then shuffle. You<br/>may search your library for a basic<br/>land card, put it onto the<br/>battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                        |
| <div><div>Demolition Field</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land:<br/>Destroy target nonbasic land an<br/>opponent controls. That land's<br/>controller may search their library<br/>for a basic land card, put it onto<br/>the battlefield, then shuffle. You<br/>may search your library for a basic<br/>land card, put it onto the<br/>battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Demolition Field</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land:<br/>Destroy target nonbasic land an<br/>opponent controls. That land's<br/>controller may search their library<br/>for a basic land card, put it onto<br/>the battlefield, then shuffle. You<br/>may search your library for a basic<br/>land card, put it onto the<br/>battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Demolition Field</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land:<br/>Destroy target nonbasic land an<br/>opponent controls. That land's<br/>controller may search their library<br/>for a basic land card, put it onto<br/>the battlefield, then shuffle. You<br/>may search your library for a basic<br/>land card, put it onto the<br/>battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Enduring Innocence</div><div><div>1</div><div>W</div><div>W</div></div></div> <div>Enchantment Creature -- Sheep Glimmer</div> <div>Lifelink<br/>Whenever one or more other creatures<br/>you control with power 2 or less<br/>enter, draw a card. This ability<br/>triggers only once each turn.<br/>When Enduring Innocence dies, if it<br/>was a creature, return it to the<br/>battlefield under its owner's<br/>control. It's an enchantment. (It's<br/>not a creature.)</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

① W W

**Lifelink**  
Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.  
When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)

2/1

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2/1

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**Lifelink**  
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2/1

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3 W

Landfall -- Whenever a land you control enters, choose one --

- \* Create a 2/2 white Cat Beast creature token.
- \* Put a +1/+1 counter on each creature you control. Those creatures gain vigilance until end of turn.

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3 W

Landfall -- Whenever a land you control enters, choose one --

- \* Create a 2/2 white Cat Beast creature token.
- \* Put a +1/+1 counter on each creature you control. Those creatures gain vigilance until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④ W

Landfall -- Whenever a land you control enters, choose one --

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Landfall -- Whenever a land you control enters, choose one --

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- \* Put a +1/+1 counter on each creature you control. Those creatures gain vigilance until end of turn.

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## Land

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{T}: Add {C}.
{2}, {T}, Sacrifice a token: Draw a
card.
{3}, {T}, Pay 1 life: Create a 1/1
blue Fish creature token.
{4}, {T}: Create a Treasure token.
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| <div><div>Fountainport</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{2}, {T}, Sacrifice a token: Draw a card.</p><p>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.</p><p>{4}, {T}: Create a Treasure token.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              | <div><div>Fountainport</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{2}, {T}, Sacrifice a token: Draw a card.</p><p>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.</p><p>{4}, {T}: Create a Treasure token.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              | <div><div>Fountainport</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{2}, {T}, Sacrifice a token: Draw a card.</p><p>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.</p><p>{4}, {T}: Create a Treasure token.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              | <div><div>Get Lost<div>1W</div></div><div>Instant</div><div><p>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.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Get Lost<div>1W</div></div><div>Instant</div><div><p>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.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Get Lost<div>1W</div></div><div>Instant</div><div><p>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.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Get Lost<div>1W</div></div><div>Instant</div><div><p>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.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lay Down Arms<div>W</div></div><div>Sorcery</div><div><p>Exile target creature with mana value less than or equal to the number of Plains you control. Its controller gains 3 life.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             |

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| <div><div>Lay Down Arms</div><div>W</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>                                                                                                                                                                                                                                                     | <div><div>Lay Down Arms</div><div>W</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>                                                                                                                                                                                                                                                     | <div><div>Lay Down Arms</div><div>W</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> | <div><div>Parting Gust</div><div>W</div><div>W</div><div>Instant</div><div>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Exile target nontoken creature. If the gift wasn't promised, return that card to the battlefield under its owner's control with a +1/+1 counter on it at the beginning of the next end step.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Parting Gust</div><div>W</div><div>W</div><div>Instant</div><div>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Exile target nontoken creature. If the gift wasn't promised, return that card to the battlefield under its owner's control with a +1/+1 counter on it at the beginning of the next end step.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Parting Gust</div><div>W</div><div>W</div><div>Instant</div><div>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Exile target nontoken creature. If the gift wasn't promised, return that card to the battlefield under its owner's control with a +1/+1 counter on it at the beginning of the next end step.</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>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                      |

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                        | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                        | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                        | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                        |
| <div>Regal Caracal</div> <div>3WW</div> <div>Creature -- Cat</div> <div>Other Cats you control get +1/+1 and have lifelink. (Damage dealt by those creatures also causes you to gain that much life.)<br/>When this creature enters, create two 1/1 white Cat creature tokens with lifelink.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Regal Caracal</div> <div>3WW</div> <div>Creature -- Cat</div> <div>Other Cats you control get +1/+1 and have lifelink. (Damage dealt by those creatures also causes you to gain that much life.)<br/>When this creature enters, create two 1/1 white Cat creature tokens with lifelink.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Regal Caracal</div> <div>3WW</div> <div>Creature -- Cat</div> <div>Other Cats you control get +1/+1 and have lifelink. (Damage dealt by those creatures also causes you to gain that much life.)<br/>When this creature enters, create two 1/1 white Cat creature tokens with lifelink.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Regal Caracal</div> <div>3WW</div> <div>Creature -- Cat</div> <div>Other Cats you control get +1/+1 and have lifelink. (Damage dealt by those creatures also causes you to gain that much life.)<br/>When this creature enters, create two 1/1 white Cat creature tokens with lifelink.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Sunfall</div> <div>3WW</div> <div>Sorcery</div> <div>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sunken Citadel</div> <div>Land -- Cave</div> <div>This land enters tapped. As it enters, choose a color.<br/>{T}: Add one mana of the chosen color.<br/>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sunken Citadel</div> <div>Land -- Cave</div> <div>This land enters tapped. As it enters, choose a color.<br/>{T}: Add one mana of the chosen color.<br/>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sunken Citadel</div> <div>Land -- Cave</div> <div>This land enters tapped. As it enters, choose a color.<br/>{T}: Add one mana of the chosen color.<br/>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                  |
| <div>Authority of the Consuls</div> <div>W</div> <div>Enchantment</div> <div>Creatures your opponents control enter tapped.<br/>Whenever a creature an opponent controls enters, you gain 1 life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                      | <div>Authority of the Consuls</div> <div>W</div> <div>Enchantment</div> <div>Creatures your opponents control enter tapped.<br/>Whenever a creature an opponent controls enters, you gain 1 life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                        | <div>Authority of the Consuls</div> <div>W</div> <div>Enchantment</div> <div>Creatures your opponents control enter tapped.<br/>Whenever a creature an opponent controls enters, you gain 1 life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                        | <div>Boon-Bringer Valkyrie</div> <div>3WW</div> <div>Creature -- Angel Warrior</div> <div>Backup 1 (When this creature enters, put a +1/+1 counter on target creature. If that's another creature, it gains the following abilities until end of turn.)<br/>Flying, first strike, lifelink</div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Boon-Bringer Valkyrie</div><div>3WW</div></div><div>Creature -- Angel Warrior</div><div>Backup 1 (When this creature enters, put a +1/+1 counter on target creature. If that's another creature, it gains the following abilities until end of turn.) Flying, first strike, lifelink</div><div>[sideboard]</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Elspeth's Smite</div><div>W</div></div><div>Instant</div><div>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Elspeth's Smite</div><div>W</div></div><div>Instant</div><div>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Elspeth's Smite</div><div>W</div></div><div>Instant</div><div>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Elspeth's Smite</div><div>W</div></div><div>Instant</div><div>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     | <div><div><div>Exorcise</div><div>1W</div></div><div>Sorcery</div><div>Exile target artifact, enchantment, or creature with power 4 or greater.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div><div>Exorcise</div><div>1W</div></div><div>Sorcery</div><div>Exile target artifact, enchantment, or creature with power 4 or greater.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div><div>Exorcise</div><div>1W</div></div><div>Sorcery</div><div>Exile target artifact, enchantment, or creature with power 4 or greater.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               |

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| <div><div>Rest in Peace</div><div>1W</div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rest in Peace</div><div>1W</div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rest in Peace</div><div>1W</div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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