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| <p><b>Ancient Tomb</b></p> <p>Land</p> <p>{T}: Add {C}{C}. This land deals 2 damage to you.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                                                       | <p><b>Ancient Tomb</b></p> <p>Land</p> <p>{T}: Add {C}{C}. This land deals 2 damage to you.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                                                       | <p><b>Ancient Tomb</b></p> <p>Land</p> <p>{T}: Add {C}{C}. This land deals 2 damage to you.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                                                       | <p><b>Ancient Tomb</b></p> <p>Land</p> <p>{T}: Add {C}{C}. This land deals 2 damage to you.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                         |
| <p><b>Anointed Peacekeeper</b> (2)(W)</p> <p>Creature -- Human Cleric</p> <p>Vigilance</p> <p>As this creature enters, look at an opponent's hand, then choose any card name.</p> <p>Spells your opponents cast with the chosen name cost {2} more to cast.</p> <p>Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities.</p> <p><b>3/3</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Anointed Peacekeeper</b> (2)(W)</p> <p>Creature -- Human Cleric</p> <p>Vigilance</p> <p>As this creature enters, look at an opponent's hand, then choose any card name.</p> <p>Spells your opponents cast with the chosen name cost {2} more to cast.</p> <p>Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities.</p> <p><b>3/3</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Anointed Peacekeeper</b> (2)(W)</p> <p>Creature -- Human Cleric</p> <p>Vigilance</p> <p>As this creature enters, look at an opponent's hand, then choose any card name.</p> <p>Spells your opponents cast with the chosen name cost {2} more to cast.</p> <p>Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities.</p> <p><b>3/3</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Archon of Emeria</b> (2)(W)</p> <p>Creature -- Archon</p> <p>Flying</p> <p>Each player can't cast more than one spell each turn.</p> <p>Nonbasic lands your opponents control enter tapped.</p> <p><b>2/3</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

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| <b>Archon of Emeria</b> <span>2</span> <span>W</span><br><hr/> Creature -- Archon<br><hr/> Flying<br>Each player can't cast more than one spell each turn.<br>Nonbasic lands your opponents control enter tapped.<br><div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                       | <b>Archon of Emeria</b> <span>2</span> <span>W</span><br><hr/> Creature -- Archon<br><hr/> Flying<br>Each player can't cast more than one spell each turn.<br>Nonbasic lands your opponents control enter tapped.<br><div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                       | <b>Archon of Emeria</b> <span>2</span> <span>W</span><br><hr/> Creature -- Archon<br><hr/> Flying<br>Each player can't cast more than one spell each turn.<br>Nonbasic lands your opponents control enter tapped.<br><div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                       | <b>Black Lotus</b> <span>0</span><br><hr/> Artifact<br><hr/> {T}, Sacrifice this artifact: Add three mana of any one color.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                            |
| <b>Cavern of Souls</b><br><hr/> Land<br><hr/> As this land enters, choose a creature type.<br>{T}: Add {C}.<br>{T}: Add one mana of any color.<br>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Cavern of Souls</b><br><hr/> Land<br><hr/> As this land enters, choose a creature type.<br>{T}: Add {C}.<br>{T}: Add one mana of any color.<br>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Cavern of Souls</b><br><hr/> Land<br><hr/> As this land enters, choose a creature type.<br>{T}: Add {C}.<br>{T}: Add one mana of any color.<br>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Cavern of Souls</b><br><hr/> Land<br><hr/> As this land enters, choose a creature type.<br>{T}: Add {C}.<br>{T}: Add one mana of any color.<br>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <p><b>Chancellor of the Annex</b> (4)(W)(W)(W)</p> <p>Creature -- Phyrexian Angel</p> <p>You may reveal this card from your opening hand. If you do, when each opponent casts their first spell of the game, counter that spell unless that player pays {1}.</p> <p>Flying</p> <p>Whenever an opponent casts a spell, counter it unless that player pays {1}.</p> <p>5/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Chancellor of the Annex</b> (4)(W)(W)(W)</p> <p>Creature -- Phyrexian Angel</p> <p>You may reveal this card from your opening hand. If you do, when each opponent casts their first spell of the game, counter that spell unless that player pays {1}.</p> <p>Flying</p> <p>Whenever an opponent casts a spell, counter it unless that player pays {1}.</p> <p>5/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Chancellor of the Annex</b> (4)(W)(W)(W)</p> <p>Creature -- Phyrexian Angel</p> <p>You may reveal this card from your opening hand. If you do, when each opponent casts their first spell of the game, counter that spell unless that player pays {1}.</p> <p>Flying</p> <p>Whenever an opponent casts a spell, counter it unless that player pays {1}.</p> <p>5/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Chancellor of the Annex</b> (4)(W)(W)(W)</p> <p>Creature -- Phyrexian Angel</p> <p>You may reveal this card from your opening hand. If you do, when each opponent casts their first spell of the game, counter that spell unless that player pays {1}.</p> <p>Flying</p> <p>Whenever an opponent casts a spell, counter it unless that player pays {1}.</p> <p>5/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Chrome Mox</b> (0)</p> <p>Artifact</p> <p>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.</p> <p>{T}: Add one mana of any of the exiled card's colors.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                             | <p><b>Chrome Mox</b> (0)</p> <p>Artifact</p> <p>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.</p> <p>{T}: Add one mana of any of the exiled card's colors.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                             | <p><b>Chrome Mox</b> (0)</p> <p>Artifact</p> <p>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.</p> <p>{T}: Add one mana of any of the exiled card's colors.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                             | <p><b>Chrome Mox</b> (0)</p> <p>Artifact</p> <p>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.</p> <p>{T}: Add one mana of any of the exiled card's colors.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                             |

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| <b>Clarion Conqueror</b> (2)(W)<br>Creature -- Dragon<br>Flying<br>Activated abilities of artifacts, creatures, and planeswalkers can't be activated.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Clarion Conqueror</b> (2)(W)<br>Creature -- Dragon<br>Flying<br>Activated abilities of artifacts, creatures, and planeswalkers can't be activated.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Clarion Conqueror</b> (2)(W)<br>Creature -- Dragon<br>Flying<br>Activated abilities of artifacts, creatures, and planeswalkers can't be activated.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                     | <b>Clarion Conqueror</b> (2)(W)<br>Creature -- Dragon<br>Flying<br>Activated abilities of artifacts, creatures, and planeswalkers can't be activated.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                     |
| <b>Karakas</b><br>Legendary Land<br>{T}: Add {W}.<br>{T}: Return target legendary creature to its owner's hand.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                      | <b>Mana Crypt</b> (0)<br>Artifact<br>At the beginning of your upkeep, flip a coin. If you lose the flip, this artifact deals 3 damage to you.<br>{T}: Add {C}{C}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev    | <b>March of Otherworldly Light</b> (X)(W)<br>Instant<br>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way.<br>Exile target artifact, creature, or enchantment with mana value X or less.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>March of Otherworldly Light</b> (X)(W)<br>Instant<br>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way.<br>Exile target artifact, creature, or enchantment with mana value X or less.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

## 0

$$\{T\}: \text{Add } \{G\}.$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

©

$$\{T\}: \text{Add } \{B\}.$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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$$\{T\}: \text{Add } \{R\}.$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 0

$$\{T\}: \text{Add } \{U\}.$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④ W

When this creature enters, you take the initiative.

Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on the creature, then put the card back or put it into your graveyard.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Seasoned Dungeoneer</b> (3)(W)<br><hr/> Creature -- Human Warrior<br><hr/> <p>When this creature enters, you take the initiative.<br/>Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on the creature, then put the card back or put it into your graveyard.)</p> <div>3/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Seasoned Dungeoneer</b> (3)(W)<br><hr/> Creature -- Human Warrior<br><hr/> <p>When this creature enters, you take the initiative.<br/>Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on the creature, then put the card back or put it into your graveyard.)</p> <div>3/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Seasoned Dungeoneer</b> (3)(W)<br><hr/> Creature -- Human Warrior<br><hr/> <p>When this creature enters, you take the initiative.<br/>Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on the creature, then put the card back or put it into your graveyard.)</p> <div>3/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Strip Mine</b><br><hr/> Land<br><hr/> <p>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target land.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                       |
| <b>Vexing Bauble</b> (1)<br><hr/> Artifact<br><hr/> <p>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/>{1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                          | <b>Void Mirror</b> (2)<br><hr/> Artifact<br><hr/> <p>Whenever a player casts a spell, if no colored mana was spent to cast it, counter that spell.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                                                        | <b>Void Mirror</b> (2)<br><hr/> Artifact<br><hr/> <p>Whenever a player casts a spell, if no colored mana was spent to cast it, counter that spell.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                                                        | <b>Void Mirror</b> (2)<br><hr/> Artifact<br><hr/> <p>Whenever a player casts a spell, if no colored mana was spent to cast it, counter that spell.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

②

Whenever a player casts a spell, if no colored mana was spent to cast it, counter that spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {C}.  
{T}, Sacrifice this land: Destroy target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {C}.  
{T}, Sacrifice this land: Destroy  
target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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{T}: Add {C}.
{T}, Sacrifice this land: Destroy
target nonbasic land.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {C}.  
{T}, Sacrifice this land: Destroy target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Creature -- Orc Cleric

When this creature enters, you take the initiative.  
At the beginning of each opponent's upkeep, untap a creature you control. If you've completed a dungeon, untap all creatures you control instead.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②W

Creature -- Orc Cleric

When this creature enters, you take the initiative.

At the beginning of each opponent's upkeep, untap a creature you control. If you've completed a dungeon, untap all creatures you control instead.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Creature -- Orc Cleric

When this creature enters, you take the initiative. At the beginning of each opponent's upkeep, untap a creature you control. If you've completed a dungeon, untap all creatures you control instead.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div>White Plume Adventurer (2)(W)</div> <div>Creature -- Orc Cleric</div> <div> <p>When this creature enters, you take the initiative.</p> <p>At the beginning of each opponent's upkeep, untap a creature you control. If you've completed a dungeon, untap all creatures you control instead.</p> </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Witch Enchanter</div> <div>Card</div> <div> <div>OTHER FACE</div> <div>Witch Enchanter</div> <div>Card</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                                                                                                                                                        | <div> <div>Witch Enchanter</div> <div>Card</div> <div> <div>OTHER FACE</div> <div>Witch Enchanter</div> <div>Card</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                                                                                                                                                        | <div> <div>Witch Enchanter</div> <div>Card</div> <div> <div>OTHER FACE</div> <div>Witch Enchanter</div> <div>Card</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                                                                                                                                                        |
| <div> <div>Witch Enchanter</div> <div>Card</div> <div> <div>OTHER FACE</div> <div>Witch Enchanter</div> <div>Card</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                                                                                   | <div> <div>Archon of Absolution (3)(W)</div> <div>Creature -- Archon</div> <div> <p>Flying</p> <p>Protection from white (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything white.)</p> <p>Creatures can't attack you or planeswalkers you control unless their controller pays {1} for each of those creatures.</p> <p>[sideboard]</p> </div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Archon of Absolution (3)(W)</div> <div>Creature -- Archon</div> <div> <p>Flying</p> <p>Protection from white (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything white.)</p> <p>Creatures can't attack you or planeswalkers you control unless their controller pays {1} for each of those creatures.</p> <p>[sideboard]</p> </div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Archon of Absolution (3)(W)</div> <div>Creature -- Archon</div> <div> <p>Flying</p> <p>Protection from white (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything white.)</p> <p>Creatures can't attack you or planeswalkers you control unless their controller pays {1} for each of those creatures.</p> <p>[sideboard]</p> </div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> |



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| <div> <div> <b>Containment Priest</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Creature -- Human Cleric         </div> <div>           Flash<br/>           If a nontoken creature would enter and it wasn't cast, exile it instead.         </div> <div>           [sideboard]         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                     | <div> <div> <b>Containment Priest</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Creature -- Human Cleric         </div> <div>           Flash<br/>           If a nontoken creature would enter and it wasn't cast, exile it instead.         </div> <div>           [sideboard]         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                     | <div> <div> <b>Containment Priest</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Creature -- Human Cleric         </div> <div>           Flash<br/>           If a nontoken creature would enter and it wasn't cast, exile it instead.         </div> <div>           [sideboard]         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                     | <div> <div> <b>Containment Priest</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Creature -- Human Cleric         </div> <div>           Flash<br/>           If a nontoken creature would enter and it wasn't cast, exile it instead.         </div> <div>           [sideboard]         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                     |
| <div> <div> <b>Leyline of the Void</b> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div>           Enchantment         </div> <div>           If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>           If a card would be put into an opponent's graveyard from anywhere, exile it instead.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div> <b>Leyline of the Void</b> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div>           Enchantment         </div> <div>           If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>           If a card would be put into an opponent's graveyard from anywhere, exile it instead.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div> <b>Leyline of the Void</b> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div>           Enchantment         </div> <div>           If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>           If a card would be put into an opponent's graveyard from anywhere, exile it instead.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div> <b>Leyline of the Void</b> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div>           Enchantment         </div> <div>           If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>           If a card would be put into an opponent's graveyard from anywhere, exile it instead.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |

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| <div> <div>Swords to Plowshares</div> <div>W</div> </div> <div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Swords to Plowshares</div> <div>W</div> </div> <div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Swords to Plowshares</div> <div>W</div> </div> <div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Swords to Plowshares</div> <div>W</div> </div> <div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
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