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| <p><b>Ajani, Adversary of Tyrants</b> (2)(W)(W)</p> <p>Legendary Planeswalker -- Ajani</p> <p>[+1]: Put a +1/+1 counter on each of up to two target creatures.<br/> [-2]: Return target creature card with mana value 2 or less from your graveyard to the battlefield.<br/> [-7]: You get an emblem with "At the beginning of your end step, create three 1/1 white Cat creature tokens with lifelink."</p> <div>L 4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Ajani, Adversary of Tyrants</b> (2)(W)(W)</p> <p>Legendary Planeswalker -- Ajani</p> <p>[+1]: Put a +1/+1 counter on each of up to two target creatures.<br/> [-2]: Return target creature card with mana value 2 or less from your graveyard to the battlefield.<br/> [-7]: You get an emblem with "At the beginning of your end step, create three 1/1 white Cat creature tokens with lifelink."</p> <div>L 4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Aryel, Knight of Windgrace</b> (2)(W)(B)</p> <p>Legendary Creature -- Human Knight</p> <p>Vigilance<br/> {2}{W}, {T}: Create a 2/2 white Knight creature token with vigilance.<br/> {B}, {T}, Tap X untapped Knights you control: Destroy target creature with power X or less.</p> <div>4/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Aryel, Knight of Windgrace</b> (2)(W)(B)</p> <p>Legendary Creature -- Human Knight</p> <p>Vigilance<br/> {2}{W}, {T}: Create a 2/2 white Knight creature token with vigilance.<br/> {B}, {T}, Tap X untapped Knights you control: Destroy target creature with power X or less.</p> <div>4/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Aryel, Knight of Windgrace</b> (2)(W)(B)</p> <p>Legendary Creature -- Human Knight</p> <p>Vigilance<br/> {2}{W}, {T}: Create a 2/2 white Knight creature token with vigilance.<br/> {B}, {T}, Tap X untapped Knights you control: Destroy target creature with power X or less.</p> <div>4/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                    | <p><b>Benalish Marshal</b> (W)(W)(W)</p> <p>Creature -- Human Knight</p> <p>Other creatures you control get +1/+1.</p> <div>3/3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                                       | <p><b>Benalish Marshal</b> (W)(W)(W)</p> <p>Creature -- Human Knight</p> <p>Other creatures you control get +1/+1.</p> <div>3/3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                    | <p><b>Cast Out</b> (3)(W)</p> <p>Enchantment</p> <p>Flash<br/> When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.<br/> Cycling {W} ({W}, Discard this card: Draw a card.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                              |

## Concealed Courtyard

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

This land enters tapped unless you control two or fewer other lands.  
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## Concealed Courtyard

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dauntless Bodyguard

W

Creature -- Human Knight

As this creature enters, choose another creature you control. Sacrifice this creature: The chosen creature gains indestructible until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dauntless Bodyguard

W

Creature -- Human Knight

As this creature enters, choose another creature you control. Sacrifice this creature: The chosen creature gains indestructible until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dauntless Bodyguard

W

Creature -- Human Knight

As this creature enters, choose another creature you control. Sacrifice this creature: The chosen creature gains indestructible until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dauntless Bodyguard

W

Creature -- Human Knight

As this creature enters, choose another creature you control. Sacrifice this creature: The chosen creature gains indestructible until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Playtest cards - cool95 - Standard (Standard League)

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 2/10 - 8 cards - 2.5 x 3.5 in each

|                                                                                                                                                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                                                                                                                                                              |
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| <div><div>Fatal Push</div><div>B</div></div> <div>Instant</div> <div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                 | <div><div>Fatal Push</div><div>B</div></div> <div>Instant</div> <div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                 | <div><div>Fatal Push</div><div>B</div></div> <div>Instant</div> <div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                 | <div><div>Fatal Push</div><div>B</div></div> <div>Instant</div> <div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                 |
| <div><div>History of Benalia</div><div>1WW</div></div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter.<br/>Sacrifice after III.)<br/>I, II -- Create a 2/2 white Knight creature token with vigilance.<br/>III -- Knights you control get +2/+1 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>History of Benalia</div><div>1WW</div></div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter.<br/>Sacrifice after III.)<br/>I, II -- Create a 2/2 white Knight creature token with vigilance.<br/>III -- Knights you control get +2/+1 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>History of Benalia</div><div>1WW</div></div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter.<br/>Sacrifice after III.)<br/>I, II -- Create a 2/2 white Knight creature token with vigilance.<br/>III -- Knights you control get +2/+1 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>History of Benalia</div><div>1WW</div></div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter.<br/>Sacrifice after III.)<br/>I, II -- Create a 2/2 white Knight creature token with vigilance.<br/>III -- Knights you control get +2/+1 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Ifnir Deadlands</div><div>Land -- Desert</div><div><div>{T}: Add {C}.</div><div>{T}, Pay 1 life: Add {B}.</div><div>{2}{B}{B}, {T}, Sacrifice a Desert:</div><div>Put two -1/-1 counters on target creature an opponent controls.</div><div>Activate only as a sorcery.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Ifnir Deadlands</div><div>Land -- Desert</div><div><div>{T}: Add {C}.</div><div>{T}, Pay 1 life: Add {B}.</div><div>{2}{B}{B}, {T}, Sacrifice a Desert:</div><div>Put two -1/-1 counters on target creature an opponent controls.</div><div>Activate only as a sorcery.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Ifnir Deadlands</div><div>Land -- Desert</div><div><div>{T}: Add {C}.</div><div>{T}, Pay 1 life: Add {B}.</div><div>{2}{B}{B}, {T}, Sacrifice a Desert:</div><div>Put two -1/-1 counters on target creature an opponent controls.</div><div>Activate only as a sorcery.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Ifnir Deadlands</div><div>Land -- Desert</div><div><div>{T}: Add {C}.</div><div>{T}, Pay 1 life: Add {B}.</div><div>{2}{B}{B}, {T}, Sacrifice a Desert:</div><div>Put two -1/-1 counters on target creature an opponent controls.</div><div>Activate only as a sorcery.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Isolated Chapel</div><div>Land</div><div><div>This land enters tapped unless you control a Plains or a Swamp.</div><div>{T}: Add {W} or {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                            | <div><div>Isolated Chapel</div><div>Land</div><div><div>This land enters tapped unless you control a Plains or a Swamp.</div><div>{T}: Add {W} or {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                            | <div><div>Isolated Chapel</div><div>Land</div><div><div>This land enters tapped unless you control a Plains or a Swamp.</div><div>{T}: Add {W} or {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                            | <div><div>Isolated Chapel</div><div>Land</div><div><div>This land enters tapped unless you control a Plains or a Swamp.</div><div>{T}: Add {W} or {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                            |

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| <b>Knight of Grace</b> (1)(W)<br>Creature -- Human Knight<br>First strike (This creature deals combat damage before creatures without first strike.)<br>Hexproof from black (This creature can't be the target of black spells or abilities your opponents control.)<br>This creature gets +1/+0 as long as any player controls a black permanent.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev  | <b>Knight of Grace</b> (1)(W)<br>Creature -- Human Knight<br>First strike (This creature deals combat damage before creatures without first strike.)<br>Hexproof from black (This creature can't be the target of black spells or abilities your opponents control.)<br>This creature gets +1/+0 as long as any player controls a black permanent.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev  | <b>Knight of Grace</b> (1)(W)<br>Creature -- Human Knight<br>First strike (This creature deals combat damage before creatures without first strike.)<br>Hexproof from black (This creature can't be the target of black spells or abilities your opponents control.)<br>This creature gets +1/+0 as long as any player controls a black permanent.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev  | <b>Knight of Grace</b> (1)(W)<br>Creature -- Human Knight<br>First strike (This creature deals combat damage before creatures without first strike.)<br>Hexproof from black (This creature can't be the target of black spells or abilities your opponents control.)<br>This creature gets +1/+0 as long as any player controls a black permanent.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev  |
| <b>Knight of Malice</b> (1)(B)<br>Creature -- Human Knight<br>First strike (This creature deals combat damage before creatures without first strike.)<br>Hexproof from white (This creature can't be the target of white spells or abilities your opponents control.)<br>This creature gets +1/+0 as long as any player controls a white permanent.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Knight of Malice</b> (1)(B)<br>Creature -- Human Knight<br>First strike (This creature deals combat damage before creatures without first strike.)<br>Hexproof from white (This creature can't be the target of white spells or abilities your opponents control.)<br>This creature gets +1/+0 as long as any player controls a white permanent.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Knight of Malice</b> (1)(B)<br>Creature -- Human Knight<br>First strike (This creature deals combat damage before creatures without first strike.)<br>Hexproof from white (This creature can't be the target of white spells or abilities your opponents control.)<br>This creature gets +1/+0 as long as any player controls a white permanent.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Knight of Malice</b> (1)(B)<br>Creature -- Human Knight<br>First strike (This creature deals combat damage before creatures without first strike.)<br>Hexproof from white (This creature can't be the target of white spells or abilities your opponents control.)<br>This creature gets +1/+0 as long as any player controls a white permanent.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div><div>Paladin of Atonement</div><div><div>1</div><div>W</div></div></div> <div>Creature -- Vampire Knight</div> <div>At the beginning of each upkeep, if you lost life last turn, put a +1/+1 counter on this creature.<br/>When this creature dies, you gain life equal to its toughness.</div> <div><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Paladin of Atonement</div><div><div>1</div><div>W</div></div></div> <div>Creature -- Vampire Knight</div> <div>At the beginning of each upkeep, if you lost life last turn, put a +1/+1 counter on this creature.<br/>When this creature dies, you gain life equal to its toughness.</div> <div><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Paladin of Atonement</div><div><div>1</div><div>W</div></div></div> <div>Creature -- Vampire Knight</div> <div>At the beginning of each upkeep, if you lost life last turn, put a +1/+1 counter on this creature.<br/>When this creature dies, you gain life equal to its toughness.</div> <div><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Paladin of Atonement</div><div><div>1</div><div>W</div></div></div> <div>Creature -- Vampire Knight</div> <div>At the beginning of each upkeep, if you lost life last turn, put a +1/+1 counter on this creature.<br/>When this creature dies, you gain life equal to its toughness.</div> <div><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Plains</div></div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                        | <div><div>Plains</div></div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                        | <div><div>Plains</div></div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                        | <div><div>Plains</div></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><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>                                                                                                                                                      | <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>Shefet Dunes</div><div>Land -- Desert</div><div>{T}: Add {C}.<br/>{T}, Pay 1 life: Add {W}.<br/>{2}{W}{W}, {T}, Sacrifice a Desert: Creatures you control get +1/+1 until end of turn. Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Shefet Dunes</div><div>Land -- Desert</div><div>{T}: Add {C}.<br/>{T}, Pay 1 life: Add {W}.<br/>{2}{W}{W}, {T}, Sacrifice a Desert: Creatures you control get +1/+1 until end of turn. Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shefet Dunes</div><div>Land -- Desert</div><div>{T}: Add {C}.<br/>{T}, Pay 1 life: Add {W}.<br/>{2}{W}{W}, {T}, Sacrifice a Desert: Creatures you control get +1/+1 until end of turn. Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shefet Dunes</div><div>Land -- Desert</div><div>{T}: Add {C}.<br/>{T}, Pay 1 life: Add {W}.<br/>{2}{W}{W}, {T}, Sacrifice a Desert: Creatures you control get +1/+1 until end of turn. Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                        |

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| <div> <b>Thopter Arrest</b> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> When this enchantment enters, exile target artifact or creature an opponent controls until this enchantment leaves the battlefield. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                    | <div> <b>Valiant Knight</b> <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Knight</div> <div> Other Knights you control get +1/+1. {3}{W}{W}: Knights you control gain double strike until end of turn. </div> </div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                  | <div> <b>Valiant Knight</b> <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Knight</div> <div> Other Knights you control get +1/+1. {3}{W}{W}: Knights you control gain double strike until end of turn. </div> </div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                        | <div> <b>Vona, Butcher of Magan</b> <div> <div>3</div> <div>W</div> <div>B</div> </div> </div> <div> <div>Legendary Creature -- Vampire Knight</div> <div> Vigilance, lifelink {T}, Pay 7 life: Destroy target nonland permanent. Activate only during your turn. </div> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Arguel's Blood Fast</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Legendary Enchantment</div> <div> {1}{B}, Pay 2 life: Draw a card. At the beginning of your upkeep, if you have 5 or less life, you may transform Arguel's Blood Fast. </div> <div> [sideboard] </div> <div> <div>-----</div> <div>BACK FACE</div> <div>-----</div> </div> <div> <b>Temple of Aclazotz</b> <div> <div>LEGENDARY LAND</div> <div> (Transforms from Arguel's Blood Fast.) {T}: Add {B}. {T}, Sacrifice a creature: You gain life equal to the sacrificed creature's toughness. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div></div> | <div> <b>Arguel's Blood Fast</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Legendary Enchantment</div> <div> {1}{B}, Pay 2 life: Draw a card. At the beginning of your upkeep, if you have 5 or less life, you may transform Arguel's Blood Fast. </div> <div> [sideboard] </div> <div> <div>-----</div> <div>BACK FACE</div> <div>-----</div> </div> <div> <b>Temple of Aclazotz</b> <div> <div>LEGENDARY LAND</div> <div> (Transforms from Arguel's Blood Fast.) {T}: Add {B}. {T}, Sacrifice a creature: You gain life equal to the sacrificed creature's toughness. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div></div> | <div> <b>Cast Out</b> <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> Flash When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. Cycling {W} ({W}, Discard this card: Draw a card.) </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <b>Duress</b> <div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                 |



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| <div><div>Duress</div><div><div>B</div></div></div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div>[sideboard]</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                     | <div><div>Duress</div><div><div>B</div></div></div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div>[sideboard]</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                     | <div><div>Duress</div><div><div>B</div></div></div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div>[sideboard]</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                     | <div><div>Remorseful Cleric</div><div><div>1</div><div>W</div></div></div> <div>Creature -- Spirit Cleric</div> <div>Flying<br/>Sacrifice this creature: Exile target player's graveyard.</div> <div>[sideboard]</div> <div><div>2/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                    |
| <div><div>Remorseful Cleric</div><div><div>1</div><div>W</div></div></div> <div>Creature -- Spirit Cleric</div> <div>Flying<br/>Sacrifice this creature: Exile target player's graveyard.</div> <div>[sideboard]</div> <div><div>2/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Remorseful Cleric</div><div><div>1</div><div>W</div></div></div> <div>Creature -- Spirit Cleric</div> <div>Flying<br/>Sacrifice this creature: Exile target player's graveyard.</div> <div>[sideboard]</div> <div><div>2/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Remorseful Cleric</div><div><div>1</div><div>W</div></div></div> <div>Creature -- Spirit Cleric</div> <div>Flying<br/>Sacrifice this creature: Exile target player's graveyard.</div> <div>[sideboard]</div> <div><div>2/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Settle the Wreckage</div><div><div>2</div><div>W</div><div>W</div></div></div> <div>Instant</div> <div>Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle.</div> <div>[sideboard]</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div> <div> Settle the Wreckage 2WW </div> <div> Instant </div> <div> Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Settle the Wreckage 2WW </div> <div> Instant </div> <div> Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Thopter Arrest 2W </div> <div> Enchantment </div> <div> When this enchantment enters, exile target artifact or creature an opponent controls until this enchantment leaves the battlefield. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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