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| <div><div>Azorius Charm</div><div><div>W</div><div>U</div></div></div> <div><div>Instant</div><div>Choose one --<br/>* Creatures you control gain lifelink until end of turn.<br/>* Draw a card.<br/>* Put target attacking or blocking creature on top of its owner's library.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Celestial Colonnade</div></div> <div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W} or {U}.<br/>{3}{W}{U}: Until end of turn, this land becomes a 4/4 white and blue Elemental creature with flying and vigilance. It's still a land.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                               | <div><div>Celestial Colonnade</div></div> <div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W} or {U}.<br/>{3}{W}{U}: Until end of turn, this land becomes a 4/4 white and blue Elemental creature with flying and vigilance. It's still a land.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                               | <div><div>Celestial Colonnade</div></div> <div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W} or {U}.<br/>{3}{W}{U}: Until end of turn, this land becomes a 4/4 white and blue Elemental creature with flying and vigilance. It's still a land.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                               |
| <div><div>Celestial Colonnade</div></div> <div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W} or {U}.<br/>{3}{W}{U}: Until end of turn, this land becomes a 4/4 white and blue Elemental creature with flying and vigilance. It's still a land.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                  | <div><div>Cryptic Command</div><div><div>1</div><div>U</div><div>U</div><div>U</div></div></div> <div><div>Instant</div><div>Choose two --<br/>* Counter target spell.<br/>* Return target permanent to its owner's hand.<br/>* Tap all creatures your opponents control.<br/>* Draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Cryptic Command</div><div><div>1</div><div>U</div><div>U</div><div>U</div></div></div> <div><div>Instant</div><div>Choose two --<br/>* Counter target spell.<br/>* Return target permanent to its owner's hand.<br/>* Tap all creatures your opponents control.<br/>* Draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Cryptic Command</div><div><div>1</div><div>U</div><div>U</div><div>U</div></div></div> <div><div>Instant</div><div>Choose two --<br/>* Counter target spell.<br/>* Return target permanent to its owner's hand.<br/>* Tap all creatures your opponents control.<br/>* Draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div><div>Detention Sphere</div><div><div>1</div><div>W</div><div>U</div></div></div><div><div>Enchantment</div><div>When this enchantment enters, you may exile target nonland permanent not named Detention Sphere and all other permanents with the same name as that permanent.<br/>When this enchantment leaves the battlefield, return the exiled cards to the battlefield under their owner's control.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Detention Sphere</div><div><div>1</div><div>W</div><div>U</div></div></div><div><div>Enchantment</div><div>When this enchantment enters, you may exile target nonland permanent not named Detention Sphere and all other permanents with the same name as that permanent.<br/>When this enchantment leaves the battlefield, return the exiled cards to the battlefield under their owner's control.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Field of Ruin</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Field of Ruin</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><div>Field of Ruin</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                        | <div><div><div>Field of Ruin</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                        | <div><div><div>Flooded Strand</div></div><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></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                         | <div><div><div>Flooded Strand</div></div><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></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                         |

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| <div><div><b>Flooded Strand</b></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><b>Flooded Strand</b></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><b>Glacial Fortress</b></div><div>Land</div><div>This land enters tapped unless you control a Plains or an Island.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Glacial Fortress</b></div><div>Land</div><div>This land enters tapped unless you control a Plains or an Island.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><b>Hallowed Fountain</b></div><div>Land -- Plains Island</div><div>( {T}: Add {W} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          | <div><div><b>Hallowed Fountain</b></div><div>Land -- Plains Island</div><div>( {T}: Add {W} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          | <div><div><b>Island</b></div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                     | <div><div><b>Island</b></div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                     |

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| <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                   | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                   | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                       | <div><div>Kitchen Finks16W6W</div><div>Creature -- Ouphe</div><div>When this creature enters, you gain 2 life.<br/>Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Kitchen Finks16W6W</div><div>Creature -- Ouphe</div><div>When this creature enters, you gain 2 life.<br/>Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Kitchen Finks16W6W</div><div>Creature -- Ouphe</div><div>When this creature enters, you gain 2 life.<br/>Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lyra Dawnbringer3WW</div><div>Legendary Creature -- Angel</div><div>Flying<br/>First strike (This creature deals combat damage before creatures without first strike.)<br/>Lifelink (Damage dealt by this creature also causes you to gain that much life.)<br/>Other Angels you control get +1/+1 and have lifelink.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mana Leak1U</div><div>Instant</div><div>Counter target spell unless its controller pays {3}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                    |

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| <div><div><div><b>Negate</b></div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Counter target noncreature spell.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                      | <div><div><div><b>Opt</b></div><div><div>U</div></div></div><div><div>Instant</div><div>Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>Draw a card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                    | <div><div><div><b>Opt</b></div><div><div>U</div></div></div><div><div>Instant</div><div>Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>Draw a card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                    | <div><div><div><b>Opt</b></div><div><div>U</div></div></div><div><div>Instant</div><div>Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>Draw a card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                    |
| <div><div><div><b>Opt</b></div><div><div>U</div></div></div><div><div>Instant</div><div>Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>Draw a card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div><b>Path to Exile</b></div><div><div>W</div></div></div><div><div>Instant</div><div>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div><b>Path to Exile</b></div><div><div>W</div></div></div><div><div>Instant</div><div>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div><b>Path to Exile</b></div><div><div>W</div></div></div><div><div>Instant</div><div>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div><div>Path to Exile</div><div>W</div></div><div>Instant</div><div>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                            | <div><div><div>Plains</div></div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                 | <div><div><div>Plains</div></div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                 | <div><div><div>Plains</div></div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                 |
| <div><div><div>Restoration Angel</div><div>3W</div></div><div>Creature -- Angel</div><div>Flash<br/>Flying<br/>When this creature enters, you may exile target non-Angel creature you control, then return that card to the battlefield under your control.</div><div><div>3/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Restoration Angel</div><div>3W</div></div><div>Creature -- Angel</div><div>Flash<br/>Flying<br/>When this creature enters, you may exile target non-Angel creature you control, then return that card to the battlefield under your control.</div><div><div>3/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Restoration Angel</div><div>3W</div></div><div>Creature -- Angel</div><div>Flash<br/>Flying<br/>When this creature enters, you may exile target non-Angel creature you control, then return that card to the battlefield under your control.</div><div><div>3/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Restoration Angel</div><div>3W</div></div><div>Creature -- Angel</div><div>Flash<br/>Flying<br/>When this creature enters, you may exile target non-Angel creature you control, then return that card to the battlefield under your control.</div><div><div>3/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <b>Runed Halo</b> (W)(W)<br><hr/> Enchantment<br><hr/> <p>As this enchantment enters, choose a card name.<br/> You have protection from the chosen card name. (You can't be targeted, dealt damage, or enchanted by anything with that name.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                          | <b>Settle the Wreckage</b> (2)(W)(W)<br><hr/> Instant<br><hr/> <p>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.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Settle the Wreckage</b> (2)(W)(W)<br><hr/> Instant<br><hr/> <p>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.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Snapcaster Mage</b> (1)(U)<br><hr/> Creature -- Human Wizard<br><hr/> <p>Flash<br/> When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)</p> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <b>Snapcaster Mage</b> (1)(U)<br><hr/> Creature -- Human Wizard<br><hr/> <p>Flash<br/> When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)</p> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Spell Snare</b> (U)<br><hr/> Instant<br><hr/> <p>Counter target spell with mana value 2.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                             | <b>Spell Snare</b> (U)<br><hr/> Instant<br><hr/> <p>Counter target spell with mana value 2.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                             | <b>Vendilion Clique</b> (1)(U)(U)<br><hr/> Legendary Creature -- Faerie Wizard<br><hr/> <p>Flash<br/> Flying<br/> When Vendilion Clique enters, look at target player's hand. You may choose a nonland card from it. If you do, that player reveals the chosen card, puts it on the bottom of their library, then draws a card.</p> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>         |

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| <b>Vendilion Clique</b> (1)(U)(U)<br>Legendary Creature -- Faerie Wizard<br>Flash<br>Flying<br>When Vendilion Clique enters, look at target player's hand. You may choose a nonland card from it. If you do, that player reveals the chosen card, puts it on the bottom of their library, then draws a card.<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Wall of Omens</b> (1)(W)<br>Creature -- Wall<br>Defender<br>When this creature enters, draw a card.<br><div>0/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                      | <b>Wall of Omens</b> (1)(W)<br>Creature -- Wall<br>Defender<br>When this creature enters, draw a card.<br><div>0/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Wall of Omens</b> (1)(W)<br>Creature -- Wall<br>Defender<br>When this creature enters, draw a card.<br><div>0/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Cataclysmic Gearhulk</b> (3)(W)(W)<br>Artifact Creature -- Construct<br>Vigilance<br>When this creature enters, each player chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.<br>[sideboard]<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                  | <b>Cataclysmic Gearhulk</b> (3)(W)(W)<br>Artifact Creature -- Construct<br>Vigilance<br>When this creature enters, each player chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.<br>[sideboard]<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Celestial Purge</b> (1)(W)<br>Instant<br>Exile target black or red permanent.<br>[sideboard]<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev        | <b>Ceremonious Rejection</b> (U)<br>Instant<br>Counter target colorless spell.<br>[sideboard]<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev          |

Playtest cards - fplatas21 - Modern (Modern 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 8/10 - 8 cards - 2.5 x 3.5 in each

②

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W U

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

Whenever Geist of Saint Traft attacks, create a 4/4 white Angel creature token with flying that's tapped and attacking. Exile that token at end of combat.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ W W

Flying  
First strike (This creature deals combat damage before creatures without first strike.)  
Lifelink (Damage dealt by this creature also causes you to gain that much life.)  
Other Angels you control get +1/+1 and have lifelink.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

When this enchantment enters, exile all graveyards.  
If a card or token would be put into a graveyard from anywhere, exile it instead.

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| <div><div>Rest in Peace</div><div><div>1</div><div>W</div></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><div>1</div><div>W</div></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>Runed Halo</div><div><div>W</div><div>W</div></div><div>Enchantment</div><div>As this enchantment enters, choose a card name.<br/>You have protection from the chosen card name. (You can't be targeted, dealt damage, or enchanted by anything with that name.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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