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| <div>Archdruid's Charm (GGG)</div> <div>Instant</div> <div>Choose one --</div> <div>* Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.</div> <div>* Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.</div> <div>* Exile target artifact or enchantment.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                          | <div>Archdruid's Charm (GGG)</div> <div>Instant</div> <div>Choose one --</div> <div>* Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.</div> <div>* Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.</div> <div>* Exile target artifact or enchantment.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Archdruid's Charm (GGG)</div> <div>Instant</div> <div>Choose one --</div> <div>* Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.</div> <div>* Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.</div> <div>* Exile target artifact or enchantment.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Archdruid's Charm (GGG)</div> <div>Instant</div> <div>Choose one --</div> <div>* Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.</div> <div>* Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.</div> <div>* Exile target artifact or enchantment.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Atraxa, Grand Unifier (3GWUB)</div> <div>Legendary Creature -- Phyrexian Angel</div> <div>Flying, vigilance, deathtouch, lifelink</div> <div>When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)</div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Bala Ged Recovery (2G)</div> <div>Sorcery</div> <div>Return target card from your graveyard to your hand.</div> <div>----- BACK FACE -----</div> <div>Bala Ged Sanctuary</div> <div>Land</div> <div>This land enters tapped.</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                | <div>Bala Ged Recovery (2G)</div> <div>Sorcery</div> <div>Return target card from your graveyard to your hand.</div> <div>----- BACK FACE -----</div> <div>Bala Ged Sanctuary</div> <div>Land</div> <div>This land enters tapped.</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                | <div>Boseiju, Who Endures</div> <div>Legendary Land</div> <div>{T}: Add {G}.</div> <div>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                       |

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| <div><div><div><b>Boseiju, Who Endures</b></div><div>Legendary Land</div><div><p>{T}: Add {G}.</p><p>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Brushland</b></div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}: Add {G} or {W}. This land deals 1 damage to you.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                     | <div><div><div><b>Brushland</b></div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}: Add {G} or {W}. This land deals 1 damage to you.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                | <div><div><div><b>Dark Petition</b><div>3BB</div></div><div>Sorcery</div><div><p>Search your library for a card, put that card into your hand, then shuffle.</p><p>Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, add {B}{B}{B}.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div><b>Emergent Ultimatum</b><div>BBGGGUU</div></div><div>Sorcery</div><div><p>Search your library for up to three monocolored cards with different names and exile them. An opponent chooses one of those cards. Shuffle that card into your library. You may cast the other cards without paying their mana costs. Exile Emergent Ultimatum.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                        | <div><div><div><b>Emergent Ultimatum</b><div>BBGGGUU</div></div><div>Sorcery</div><div><p>Search your library for up to three monocolored cards with different names and exile them. An opponent chooses one of those cards. Shuffle that card into your library. You may cast the other cards without paying their mana costs. Exile Emergent Ultimatum.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Fae of Wishes</b><div>1U</div></div><div>Creature -- Faerie Wizard</div><div><p>Flying</p><p>{1}{U}, Discard two cards: Return this creature to its owner's hand.</p></div><div><div>1/4</div><div>--- ADVENTURE ---</div></div><div><div><b>Granted</b><div>3U</div></div><div>Sorcery -- Adventure</div><div><p>You may reveal a noncreature card you own from outside the game and put it into your hand.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div><b>Forest</b></div><div>Basic Land -- Forest</div><div><p>( {T}: Add {G}.)</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                   |

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| <div> <div> Hidden Strings <div> 1 U </div> </div> <div> Sorcery </div> <div> <p>You may tap or untap target permanent, then you may tap or untap another target permanent. Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Hidden Strings <div> 1 U </div> </div> <div> Sorcery </div> <div> <p>You may tap or untap target permanent, then you may tap or untap another target permanent. Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Hidden Strings <div> 1 U </div> </div> <div> Sorcery </div> <div> <p>You may tap or untap target permanent, then you may tap or untap another target permanent. Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Hidden Strings <div> 1 U </div> </div> <div> Sorcery </div> <div> <p>You may tap or untap target permanent, then you may tap or untap another target permanent. Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |
| <div> <div> Lier, Disciple of the Drowned <div> 3 U U </div> </div> <div> Legendary Creature -- Human Wizard </div> <div> <p>Spells can't be countered. Each instant and sorcery card in your graveyard has flashback. The flashback cost is equal to that card's mana cost.</p> </div> <div> <div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                         | <div> <div> Lotus Field </div> <div> Land </div> <div> <p>Hexproof<br/>This land enters tapped.<br/>When this land enters, sacrifice two lands.<br/>{T}: Add three mana of any one color.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                           | <div> <div> Lotus Field </div> <div> Land </div> <div> <p>Hexproof<br/>This land enters tapped.<br/>When this land enters, sacrifice two lands.<br/>{T}: Add three mana of any one color.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                           | <div> <div> Lotus Field </div> <div> Land </div> <div> <p>Hexproof<br/>This land enters tapped.<br/>When this land enters, sacrifice two lands.<br/>{T}: Add three mana of any one color.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                           |

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| <div><div>Lotus Field</div><div>Land</div><div>Hexproof<br/>This land enters tapped.<br/>When this land enters, sacrifice two lands.<br/>{T}: Add three mana of any one color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mana Confluence</div><div>Land</div><div>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                      | <div><div>Mana Confluence</div><div>Land</div><div>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     | <div><div>Mana Confluence</div><div>Land</div><div>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   |
| <div><div>Omniscience</div><div>Enchantment</div><div>7UUU<br/>You may cast spells from your hand without paying their mana costs.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             | <div><div>Otawara, Soaring City</div><div>Legendary Land</div><div>{T}: Add {U}.<br/>Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand.<br/>This ability costs {1} less to activate for each legendary creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Peer into the Abyss</div><div>Sorcery</div><div>4BBB<br/>Target player draws cards equal to half the number of cards in their library and loses half their life.<br/>Round up each time.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Pore Over the Pages</div><div>Sorcery</div><div>3UUU<br/>Draw three cards, untap up to two lands, then discard a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Pore Over the Pages (3UU)</div><div>Sorcery</div><div>Draw three cards, untap up to two lands, then discard a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div>Pore Over the Pages (3UU)</div><div>Sorcery</div><div>Draw three cards, untap up to two lands, then discard a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div>Pore Over the Pages (3UU)</div><div>Sorcery</div><div>Draw three cards, untap up to two lands, then discard a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                    |
| <div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Soul Partition (1W)</div><div>Instant</div><div>Exile target nonland permanent. For as long as that card remains exiled, its owner may play it. A spell cast by an opponent this way costs {2} more to cast.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Soul Partition</div> <div> <div>1</div> <div>W</div> </div> <div>Instant</div> <div>Exile target nonland permanent. For as long as that card remains exiled, its owner may play it. A spell cast by an opponent this way costs {2} more to cast.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                         | <div>Spara's Headquarters</div> <div>Land -- Forest Plains Island</div> <div>           ({T}: Add {G}, {W}, or {U}.)<br/>           This land enters tapped.<br/>           Cycling {3} ({3}, Discard this card:<br/>           Draw a card.)         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                        | <div>Spara's Headquarters</div> <div>Land -- Forest Plains Island</div> <div>           ({T}: Add {G}, {W}, or {U}.)<br/>           This land enters tapped.<br/>           Cycling {3} ({3}, Discard this card:<br/>           Draw a card.)         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                        | <div>Spara's Headquarters</div> <div>Land -- Forest Plains Island</div> <div>           ({T}: Add {G}, {W}, or {U}.)<br/>           This land enters tapped.<br/>           Cycling {3} ({3}, Discard this card:<br/>           Draw a card.)         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                        |
| <div>Strict Proctor</div> <div> <div>1</div> <div>W</div> </div> <div>Creature -- Spirit Cleric</div> <div>           Flying<br/>           Whenever a permanent entering causes a triggered ability to trigger, counter that ability unless its controller pays {2}.         </div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Strict Proctor</div> <div> <div>1</div> <div>W</div> </div> <div>Creature -- Spirit Cleric</div> <div>           Flying<br/>           Whenever a permanent entering causes a triggered ability to trigger, counter that ability unless its controller pays {2}.         </div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Strict Proctor</div> <div> <div>1</div> <div>W</div> </div> <div>Creature -- Spirit Cleric</div> <div>           Flying<br/>           Whenever a permanent entering causes a triggered ability to trigger, counter that ability unless its controller pays {2}.         </div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Strict Proctor</div> <div> <div>1</div> <div>W</div> </div> <div>Creature -- Spirit Cleric</div> <div>           Flying<br/>           Whenever a permanent entering causes a triggered ability to trigger, counter that ability unless its controller pays {2}.         </div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Sylvan Scrying</div><div>①⑥</div></div> <div>Sorcery</div> <div>Search your library for a land card, reveal it, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>               | <div><div>Sylvan Scrying</div><div>①⑥</div></div> <div>Sorcery</div> <div>Search your library for a land card, reveal it, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Sylvan Scrying</div><div>①⑥</div></div> <div>Sorcery</div> <div>Search your library for a land card, reveal it, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Sylvan Scrying</div><div>①⑥</div></div> <div>Sorcery</div> <div>Search your library for a land card, reveal it, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Temple Garden</div></div> <div>Land -- Forest Plains</div> <div>{T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Thespian's Stage</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}, {T}: This land becomes a copy of target land, except it has this ability.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>   | <div><div>Thespian's Stage</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}, {T}: This land becomes a copy of target land, except it has this ability.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>   | <div><div>Thespian's Stage</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}, {T}: This land becomes a copy of target land, except it has this ability.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>   |

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| <p><b>Vizier of Tumbling Sands</b> (2)(U)</p> <p>Creature -- Human Cleric</p> <p>{T}: Untap another target permanent. Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.) When you cycle this card, untap target permanent.</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                         | <p><b>Vizier of Tumbling Sands</b> (2)(U)</p> <p>Creature -- Human Cleric</p> <p>{T}: Untap another target permanent. Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.) When you cycle this card, untap target permanent.</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                 | <p><b>Vizier of Tumbling Sands</b> (2)(U)</p> <p>Creature -- Human Cleric</p> <p>{T}: Untap another target permanent. Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.) When you cycle this card, untap target permanent.</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Vizier of Tumbling Sands</b> (2)(U)</p> <p>Creature -- Human Cleric</p> <p>{T}: Untap another target permanent. Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.) When you cycle this card, untap target permanent.</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Approach of the Second Sun</b> (6)(W)</p> <p>Sorcery</p> <p>If this spell was cast from your hand and you've cast another spell named Approach of the Second Sun this game, you win the game. Otherwise, put Approach of the Second Sun into its owner's library seventh from the top and you gain 7 life.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Emergent Ultimatum</b> (B)(B)(G)(G)(G)(U)(U)</p> <p>Sorcery</p> <p>Search your library for up to three monocolored cards with different names and exile them. An opponent chooses one of those cards. Shuffle that card into your library. You may cast the other cards without paying their mana costs. Exile Emergent Ultimatum.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Knockout Blow</b> (2)(W)</p> <p>Instant</p> <p>This spell costs {2} less to cast if it targets a red creature. Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>          | <p><b>Knockout Blow</b> (2)(W)</p> <p>Instant</p> <p>This spell costs {2} less to cast if it targets a red creature. Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>          |

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| <div><div><div>Knockout Blow</div><div>2W</div></div><div>Instant</div><div><p>This spell costs {2} less to cast if it targets a red creature. Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                      | <div><div><div>Language</div><div>2BB</div></div><div>Sorcery</div><div><p>All creatures get -4/-4 until end of turn.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                | <div><div><div>Leyline of Sanctity</div><div>2WW</div></div><div>Enchantment</div><div><p>If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.)</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Leyline of Sanctity</div><div>2WW</div></div><div>Enchantment</div><div><p>If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.)</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Leyline of Sanctity</div><div>2WW</div></div><div>Enchantment</div><div><p>If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.)</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Mystical Dispute</div><div>2U</div></div><div>Instant</div><div><p>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Mystical Dispute</div><div>2U</div></div><div>Instant</div><div><p>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                           | <div><div><div>Narset's Reversal</div><div>UU</div></div><div>Instant</div><div><p>Copy target instant or sorcery spell, then return it to its owner's hand. You may choose new targets for the copy.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                          |

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| <div> <div> <b>Realm-Cloaked Giant</b> <div> <div>5</div> <div>W</div> <div>W</div> </div> </div> <div> <div>           Creature -- Giant         </div> <div>Vigilance</div> <div>[sideboard]</div> <div> <div>7/7</div> </div> </div> <div> <div> <b>Cast Off</b> <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div> <div>           Sorcery -- Adventure         </div> <div>           Destroy all non-Giant creatures. (Then exile this card. You may cast the creature later from exile.)         </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Silence</b> <div> <div>W</div> </div> </div> <div> <div>           Instant         </div> <div>           Your opponents can't cast spells this turn.         </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Soul Partition</b> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>           Instant         </div> <div>           Exile target nonland permanent. For as long as that card remains exiled, its owner may play it. A spell cast by an opponent this way costs {2} more to cast.         </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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