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| <b>Aether Vial</b> ①<br>Artifact<br><p>At the beginning of your upkeep, you may put a charge counter on this artifact.</p> <p>{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                           | <b>Aether Vial</b> ①<br>Artifact<br><p>At the beginning of your upkeep, you may put a charge counter on this artifact.</p> <p>{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                         | <b>Aether Vial</b> ①<br>Artifact<br><p>At the beginning of your upkeep, you may put a charge counter on this artifact.</p> <p>{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Aether Vial</b> ①<br>Artifact<br><p>At the beginning of your upkeep, you may put a charge counter on this artifact.</p> <p>{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <b>Batterskull</b> ⑤<br>Artifact -- Equipment<br><p>Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)</p> <p>Equipped creature gets +4/+4 and has vigilance and lifelink.</p> <p>{3}: Return this Equipment to its owner's hand.</p> <p>Equip {5}</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Canoptek Scarab Swarm</b> ④<br>Artifact Creature -- Insect<br><p>Flying</p> <p>Feeder Mandibles -- When this creature enters, exile target player's graveyard. For each artifact or land card exiled this way, create a 1/1 colorless Insect artifact creature token with flying.</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Cavern of Souls</b><br>Land<br><p>As this land enters, choose a creature type.</p> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                          | <b>Eiganjo, Seat of the Empire</b><br>Legendary Land<br><p>{T}: Add {W}.</p> <p>Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>          |

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| <div> <b>Eiganjo, Seat of the Empire</b> </div> <div>           Legendary Land         </div> <div> <p>{T}: Add {W}.</p> <p>Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.</p> </div> <div> <div>3/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                  | <div> <b>Flickerwisp</b> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div>           Creature -- Elemental         </div> <div> <p>Flying</p> <p>When this creature enters, exile another target permanent. Return that card to the battlefield under its owner's control at the beginning of the next end step.</p> </div> <div> <div>3/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                           | <div> <b>Flickerwisp</b> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div>           Creature -- Elemental         </div> <div> <p>Flying</p> <p>When this creature enters, exile another target permanent. Return that card to the battlefield under its owner's control at the beginning of the next end step.</p> </div> <div> <div>3/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Flickerwisp</b> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div>           Creature -- Elemental         </div> <div> <p>Flying</p> <p>When this creature enters, exile another target permanent. Return that card to the battlefield under its owner's control at the beginning of the next end step.</p> </div> <div> <div>3/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> |
| <div> <b>Flickerwisp</b> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div>           Creature -- Elemental         </div> <div> <p>Flying</p> <p>When this creature enters, exile another target permanent. Return that card to the battlefield under its owner's control at the beginning of the next end step.</p> </div> <div> <div>3/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Kaldra Compleat</b> <div> <div>7</div> </div> </div> <div>           Legendary Artifact -- Equipment         </div> <div> <p>Living weapon</p> <p>Indestructible</p> <p>Equipped creature gets +5/+5 and has first strike, trample, indestructible, haste, and "Whenever this creature deals combat damage to a creature, exile that creature."</p> <p>Equip {7}</p> </div> <div> <div>3/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Karakas</b> </div> <div>           Legendary Land         </div> <div> <p>{T}: Add {W}.</p> <p>{T}: Return target legendary creature to its owner's hand.</p> </div> <div> <div>3/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                                                                              | <div> <b>Karakas</b> </div> <div>           Legendary Land         </div> <div> <p>{T}: Add {W}.</p> <p>{T}: Return target legendary creature to its owner's hand.</p> </div> <div> <div>3/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                                                                              |

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| <b>Karakas</b><br><hr/> Legendary Land<br><hr/> {T}: Add {W}.<br>{T}: Return target legendary creature to its owner's hand.                                            | <b>Kor Haven</b><br><hr/> Legendary Land<br><hr/> {T}: Add {C}.<br>{1}{W}, {T}: Prevent all combat damage that would be dealt by target attacking creature this turn.  | <b>Lion Sash</b> ① ②<br><hr/> Artifact Creature -- Equipment Cat<br><hr/> {W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on this permanent.<br>Equipped creature gets +1/+1 for each +1/+1 counter on this Equipment.<br>Reconfigure {2} ({2}: Attach to target creature you control; or unattach from a creature.<br>Reconfigure only as a sorcery. While attached, this isn't a creature.) | <b>Mother of Runes</b> ②<br><hr/> Creature -- Human Cleric<br><hr/> {T}: Target creature you control gains protection from the color of your choice until end of turn.                                                                                                                                                                        |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev<br><div>1/1</div>                                                                                                | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev<br><div>1/1</div>                                                                                                | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev<br><div>1/1</div>                                                                                                                                                                                                                                                                                                                                                                | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev<br><div>1/1</div>                                                                                                                                                                                                                                                                       |
| <b>Mother of Runes</b> ②<br><hr/> Creature -- Human Cleric<br><hr/> {T}: Target creature you control gains protection from the color of your choice until end of turn. | <b>Mother of Runes</b> ②<br><hr/> Creature -- Human Cleric<br><hr/> {T}: Target creature you control gains protection from the color of your choice until end of turn. | <b>Mother of Runes</b> ②<br><hr/> Creature -- Human Cleric<br><hr/> {T}: Target creature you control gains protection from the color of your choice until end of turn.                                                                                                                                                                                                                                                                 | <b>Phelia, Exuberant Shepherd</b> ① ②<br><hr/> Legendary Creature -- Dog<br><hr/> Flash<br>Whenever Phelia attacks, exile up to one other target nonland permanent.<br>At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia. |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev<br><div>1/1</div>                                                                                                | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev<br><div>1/1</div>                                                                                                | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev<br><div>1/1</div>                                                                                                                                                                                                                                                                                                                                                                | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev<br><div>2/2</div>                                                                                                                                                                                                                                                                       |

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| <div><div><div>Phelia, Exuberant Shepherd</div><div><div>1</div><div>W</div></div></div><div><div>Legendary Creature -- Dog</div><div>Flash<br/>Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.</div><div><div>2/2</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Plains</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>Plains</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>Plains</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>Plains</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>Plains</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>Plains</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>Plains</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> |

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

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                               | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                               | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                               | <div>Recruiter of the Guard 2W</div> <div>Creature -- Human Soldier</div> <div>When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Recruiter of the Guard 2W</div> <div>Creature -- Human Soldier</div> <div>When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Recruiter of the Guard 2W</div> <div>Creature -- Human Soldier</div> <div>When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Recruiter of the Guard 2W</div> <div>Creature -- Human Soldier</div> <div>When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Rishadan Port</div> <div>Land</div> <div>{T}: Add {C}.<br/>{1}, {T}: Tap target land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                         |

## Land

{T}: Add {C}.  
{1}, {T}: Tap target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {C}.  
{1}, {T}: Tap target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {C}.  
{1}, {T}: Tap target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Creature -- Halfling Peasant

Flash  
When Samwise enters, choose up to one target permanent card in your graveyard that was put there from the battlefield this turn. Return it to your hand. Then the Ring tempts you.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

Creature -- Human Cleric

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As this creature enters, choose a
number.
Noncreature spells with mana value
equal to the chosen number can't be
cast.
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**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Kor Spirit

When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.

When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Elemental Incarnation

Flash  
Lifelink  
When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.  
Evoke--Exile a white card from your hand.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Elemental Incarnation

Flash  
Lifelink  
When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.  
Evoke--Exile a white card from your hand.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Solitude</b> (3)(W)(W)<br>Creature -- Elemental Incarnation<br>Flash<br>Lifelink<br>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br>Evoke--Exile a white card from your hand.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Solitude</b> (3)(W)(W)<br>Creature -- Elemental Incarnation<br>Flash<br>Lifelink<br>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br>Evoke--Exile a white card from your hand.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Spirit of the Labyrinth</b> (1)(W)<br>Enchantment Creature -- Spirit<br>Each player can't draw more than one card each turn.<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                  | <b>Spirit of the Labyrinth</b> (1)(W)<br>Enchantment Creature -- Spirit<br>Each player can't draw more than one card each turn.<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                  |
| <b>Spirit of the Labyrinth</b> (1)(W)<br>Enchantment Creature -- Spirit<br>Each player can't draw more than one card each turn.<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                 | <b>Spirit of the Labyrinth</b> (1)(W)<br>Enchantment Creature -- Spirit<br>Each player can't draw more than one card each turn.<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                 | <b>Stoneforge Mystic</b> (1)(W)<br>Creature -- Kor Artificer<br>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Stoneforge Mystic</b> (1)(W)<br>Creature -- Kor Artificer<br>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <b>Stoneforge Mystic</b> (1)(W)<br>Creature -- Kor Artificer<br>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Stoneforge Mystic</b> (1)(W)<br>Creature -- Kor Artificer<br>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Swords to Plowshares</b> (W)<br>Instant<br>Exile target creature. Its controller gains life equal to its power.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                           | <b>Swords to Plowshares</b> (W)<br>Instant<br>Exile target creature. Its controller gains life equal to its power.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                           |
| <b>Swords to Plowshares</b> (W)<br>Instant<br>Exile target creature. Its controller gains life equal to its power.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                              | <b>Swords to Plowshares</b> (W)<br>Instant<br>Exile target creature. Its controller gains life equal to its power.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                              | <b>Thalia, Guardian of Thraben</b> (1)(W)<br>Legendary Creature -- Human Soldier<br>First strike<br>Noncreature spells cost {1} more to cast.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Thalia, Guardian of Thraben</b> (1)(W)<br>Legendary Creature -- Human Soldier<br>First strike<br>Noncreature spells cost {1} more to cast.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |



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| <b>Yorion, Sky Nomad</b> (3)(W)(U)(U)<br><hr/> <b>Legendary Creature -- Bird Serpent</b><br><hr/> Companion -- Your starting deck contains at least twenty cards more than the minimum deck size. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)<br>Flying<br>When Yorion enters, exile any number of other nonland permanents you own and control. Return those cards to the battlefield at the beginning of the next end step.<br><div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Containment Priest</b> (1)(W)<br><hr/> <b>Creature -- Human Cleric</b><br><hr/> Flash<br>If a nontoken creature would enter and it wasn't cast, exile it instead.<br><br>[sideboard]<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Containment Priest</b> (1)(W)<br><hr/> <b>Creature -- Human Cleric</b><br><hr/> Flash<br>If a nontoken creature would enter and it wasn't cast, exile it instead.<br><br>[sideboard]<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Council's Judgment</b> (1)(W)(W)<br><hr/> <b>Sorcery</b><br><hr/> Will of the council -- Starting with you, each player votes for a nonland permanent you don't control. Exile each permanent with the most votes or tied for most votes.<br><br>[sideboard]<br><div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Council's Judgment</b> (1)(W)(W)<br><hr/> <b>Sorcery</b><br><hr/> Will of the council -- Starting with you, each player votes for a nonland permanent you don't control. Exile each permanent with the most votes or tied for most votes.<br><br>[sideboard]<br><div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                         | <b>Deafening Silence</b> (W)<br><hr/> <b>Enchantment</b><br><hr/> Each player can't cast more than one noncreature spell each turn.<br><br>[sideboard]<br><div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                     | <b>Deafening Silence</b> (W)<br><hr/> <b>Enchantment</b><br><hr/> Each player can't cast more than one noncreature spell each turn.<br><br>[sideboard]<br><div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                     | <b>Kataki, War's Wage</b> (1)(W)<br><hr/> <b>Legendary Creature -- Spirit</b><br><hr/> All artifacts have "At the beginning of your upkeep, sacrifice this artifact unless you pay {1}."<br><br>[sideboard]<br><div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                  |

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| <p><b>Leyline of the Void</b> (2)(B)(B)</p> <p>Enchantment</p> <p>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.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                            | <p><b>Leyline of the Void</b> (2)(B)(B)</p> <p>Enchantment</p> <p>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.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                            | <p><b>Leyline of the Void</b> (2)(B)(B)</p> <p>Enchantment</p> <p>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.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>       | <p><b>Palace Jailer</b> (2)(W)(W)</p> <p>Creature -- Human Soldier</p> <p>When this creature enters, you become the monarch.<br/>When this creature enters, exile target creature an opponent controls until an opponent becomes the monarch.</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                   |
| <p><b>Serra Paragon</b> (2)(W)(W)</p> <p>Creature -- Angel</p> <p>Flying<br/>Once during each of your turns, you may play a land from your graveyard or cast a permanent spell with mana value 3 or less from your graveyard. If you do, it gains "When this permanent is put into a graveyard from the battlefield, exile it and you gain 2 life."</p> <p>[sideboard]</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Surgical Extraction</b> (BP)</p> <p>Instant</p> <p>([B/P] can be paid with either {B} or 2 life.)<br/>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Wrath of the Skies</b> (X)(W)(W)</p> <p>Sorcery</p> <p>You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Yorion, Sky Nomad</b> (3)(W/U)(W/U)</p> <p>Legendary Creature -- Bird Serpent</p> <p>Companion -- Your starting deck contains at least twenty cards more than the minimum deck size. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)<br/>Flying<br/>When Yorion enters, exile any number of other nonland permanents you own and control. Return those cards to the battlefield at the beginning of the next end step.</p> <p>[sideboard]</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |