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| <div>Adarkar Wastes</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {W} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                   | <div>Adarkar Wastes</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {W} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                               | <div>Authority of the Consuls W</div> <div>Enchantment</div> <div>Creatures your opponents control enter tapped.</div> <div>Whenever a creature an opponent controls enters, you gain 1 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Beza, the Bounding Spring 2WW</div> <div>Legendary Creature -- Elemental Elk</div> <div>When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Beza, the Bounding Spring 2WW</div> <div>Legendary Creature -- Elemental Elk</div> <div>When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Blast Zone</div> <div>Land</div> <div>This land enters with a charge counter on it.</div> <div>{T}: Add {C}.</div> <div>{X}{X}, {T}: Put X charge counters on this land.</div> <div>{3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Candy Trail 1</div> <div>Artifact -- Food Clue</div> <div>When this artifact enters, scry 2.</div> <div>{2}, {T}, Sacrifice this artifact: You gain 3 life and draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>              | <div>Candy Trail 1</div> <div>Artifact -- Food Clue</div> <div>When this artifact enters, scry 2.</div> <div>{2}, {T}, Sacrifice this artifact: You gain 3 life and draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                |

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| <div><div>Day of Judgment</div><div><div>2</div><div>W</div><div>W</div></div></div> <div>Sorcery</div> <div>Destroy all creatures.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                             | <div><div>Day of Judgment</div><div><div>2</div><div>W</div><div>W</div></div></div> <div>Sorcery</div> <div>Destroy all creatures.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                        | <div><div>Day of Judgment</div><div><div>2</div><div>W</div><div>W</div></div></div> <div>Sorcery</div> <div>Destroy all creatures.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                        | <div><div>Demolition Field</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Demolition Field</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Elspeth's Smite</div><div>W</div></div> <div>Instant</div> <div>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Elspeth's Smite</div><div>W</div></div> <div>Instant</div> <div>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Elspeth's Smite</div><div>W</div></div> <div>Instant</div> <div>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                      |

3 W W

If one or more tokens would be created under your control, twice that many of those tokens are created instead.

[+1]: Create a 1/1 white Soldier creature token.

[0]: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn.

[-3]: Destroy target creature an opponent controls with mana value 3 or greater.

**L 5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {W}.  
{T}: Add {U}. Activate only if you control a Plains or an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {W}.  
{T}: Add {U}. Activate only if you control a Plains or an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {W}.  
{T}: Add {U}. Activate only if you control a Plains or an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {W}.  
{T}: Add {U}. Activate only if you control a Plains or an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

```
{T}: Add {C}.
{2}, {T}, Sacrifice a token: Draw a card.
{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.
{4}, {T}: Create a Treasure token.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

```
{T}: Add {C}.
{2}, {T}, Sacrifice a token: Draw a card.
{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.
{4}, {T}: Create a Treasure token.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

```
{T}: Add {C}.
{2}, {T}, Sacrifice a token: Draw a card.
{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.
{4}, {T}: Create a Treasure token.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div>Get Lost</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                  | <div> <div>Get Lost</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Get Lost</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Get Lost</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Horned Loch-Whale</div> <div> <div>4</div> <div>U</div> <div>U</div> </div> </div> <div>Creature -- Whale</div> <div> <p>Flash<br/>Ward {2}<br/>This creature enters tapped unless it's your turn.</p> </div> <div> <div>6/6</div> </div> <div> <div>----- ADVENTURE -----</div> </div> <div> <div>Lagoon Breach</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant -- Adventure</div> <div> <p>The owner of target attacking creature you don't control puts it on their choice of the top or bottom of their library.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Island</div> </div> <div>Basic Land -- Island</div> <div> <p>{T}: Add {U}.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                          | <div> <div>Island</div> </div> <div>Basic Land -- Island</div> <div> <p>{T}: Add {U}.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                          | <div> <div>Island</div> </div> <div>Basic Land -- Island</div> <div> <p>{T}: Add {U}.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                          |

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| <div> <b>Jace, the Perfected Mind</b> <span>2</span><span>U</span><span>UP</span> </div> <div>           Legendary Planeswalker -- Jace         </div> <div> <p>Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)</p> <p>[+1]: Until your next turn, up to one target creature gets -3/-0.</p> <p>[-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card.</p> <p>[-X]: Target player mills three times X cards.</p> </div> <div> <div>L 5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Jace, the Perfected Mind</b> <span>2</span><span>U</span><span>UP</span> </div> <div>           Legendary Planeswalker -- Jace         </div> <div> <p>Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)</p> <p>[+1]: Until your next turn, up to one target creature gets -3/-0.</p> <p>[-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card.</p> <p>[-X]: Target player mills three times X cards.</p> </div> <div> <div>L 5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Marang River Regent</b> <span>4</span><span>U</span><span>U</span> </div> <div>           Creature -- Dragon         </div> <div> <p>Flying</p> <p>When this creature enters, return up to two other target nonland permanents to their owners' hands.</p> </div> <div> <div>6/7</div> </div> <div>           ----- ADVENTURE -----         </div> <div> <b>Coil and Catch</b> <span>3</span><span>U</span> </div> <div>           Instant -- Omen         </div> <div> <p>Draw three cards, then discard a card. (Then shuffle this card into its owner's library.)</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Marang River Regent</b> <span>4</span><span>U</span><span>U</span> </div> <div>           Creature -- Dragon         </div> <div> <p>Flying</p> <p>When this creature enters, return up to two other target nonland permanents to their owners' hands.</p> </div> <div> <div>6/7</div> </div> <div>           ----- ADVENTURE -----         </div> <div> <b>Coil and Catch</b> <span>3</span><span>U</span> </div> <div>           Instant -- Omen         </div> <div> <p>Draw three cards, then discard a card. (Then shuffle this card into its owner's library.)</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> |
| <div> <b>No More Lies</b> <span>W</span><span>U</span> </div> <div>           Instant         </div> <div> <p>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                           | <div> <b>No More Lies</b> <span>W</span><span>U</span> </div> <div>           Instant         </div> <div> <p>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                           | <div> <b>No More Lies</b> <span>W</span><span>U</span> </div> <div>           Instant         </div> <div> <p>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                                                                                                                                                                                                                            | <div> <b>Overlord of the Mistmoors</b> <span>5</span><span>W</span><span>W</span> </div> <div>           Enchantment Creature -- Avatar Horror         </div> <div> <p>Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</p> <p>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</p> </div> <div> <div>6/6</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                     |

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| <div><div>Overlord of the Mistmoors 5WW</div><div>Enchantment Creature -- Avatar Horror</div><div>Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</div><div>6/6</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>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>Restless Anchorage</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W} or {U}.<br/>{1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.<br/>Whenever this land attacks, create a Map token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Restless Anchorage</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W} or {U}.<br/>{1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.<br/>Whenever this land attacks, create a Map token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Restless Anchorage</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {W} or {U}.</p><p>{1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.</p><p>Whenever this land attacks, create a Map token.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Restless Anchorage</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {W} or {U}.</p><p>{1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.</p><p>Whenever this land attacks, create a Map token.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ride's End4W</div><div>Instant</div><div><p>This spell costs {3} less to cast if it targets a tapped permanent.</p><p>Exile target creature or Vehicle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ride's End4W</div><div>Instant</div><div><p>This spell costs {3} less to cast if it targets a tapped permanent.</p><p>Exile target creature or Vehicle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Ride's End4W</div><div>Instant</div><div><p>This spell costs {3} less to cast if it targets a tapped permanent.</p><p>Exile target creature or Vehicle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                           | <div><div>Ride's End4W</div><div>Instant</div><div><p>This spell costs {3} less to cast if it targets a tapped permanent.</p><p>Exile target creature or Vehicle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                           | <div><div>Seachrome Coast</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands.</p><p>{T}: Add {W} or {U}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             | <div><div>Seachrome Coast</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands.</p><p>{T}: Add {W} or {U}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             |

## Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Instant

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|         |  |
|---------|--|
| Sorcery |  |
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## Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Enchantment

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Enchantment

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U

Spree (Choose one or more additional costs.)

```
+ {1}{U} -- Counter target spell.
+ {3} -- Create a token that's a
copy of target artifact or creature
you control.
+ {2} -- Draw two cards, then
discard a card.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Spree (Choose one or more additional costs.)

```
+ {1}{U} -- Counter target spell.
+ {3} -- Create a token that's a
copy of target artifact or creature
you control.
+ {2} -- Draw two cards, then
discard a card.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Spree (Choose one or more additional costs.)

```
+ {1}{U} -- Counter target spell.
+ {3} -- Create a token that's a
copy of target artifact or creature
you control.
+ {2} -- Draw two cards, then
discard a card.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Creatures your opponents control enter tapped.

Whenever a creature an opponent controls enters, you gain 1 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② W W

When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}: Exile target card from a graveyard.

{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}: Exile target card from a graveyard.

{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

```
Each player can't cast more than one
spell each turn.
```

{4}{R}, Sacrifice this enchantment:  
It deals 5 damage to any target.

[sideboard]

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| <div>High Noon<div>1W</div><div>Enchantment</div><div>Each player can't cast more than one spell each turn.<br/>{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Jace, the Perfected Mind<div>2UUP</div><div>Legendary Planeswalker -- Jace</div><div>Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)<br/>[+1]: Until your next turn, up to one target creature gets -3/-0.<br/>[-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card.<br/>[-X]: Target player mills three times X cards.</div><div>[sideboard]</div><div>L5PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Jace, the Perfected Mind<div>2UUP</div><div>Legendary Planeswalker -- Jace</div><div>Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)<br/>[+1]: Until your next turn, up to one target creature gets -3/-0.<br/>[-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card.<br/>[-X]: Target player mills three times X cards.</div><div>[sideboard]</div><div>L5PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Kutzil's Flanker<div>2W</div><div>Creature -- Cat Warrior</div><div>Flash<br/>When this creature enters, choose one --<br/>* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.<br/>* You gain 2 life and scry 2.<br/>* Exile target player's graveyard.</div><div>[sideboard]</div><div>3/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  |
| <div>Negate<div>1U</div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     | <div>Negate<div>1U</div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                    | <div>Overlord of the Mistmoors<div>5WW</div><div>Enchantment Creature -- Avatar Horror</div><div>Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</div><div>[sideboard]</div><div>6/6PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             | <div>Riverchurn Monument<div>1U</div><div>Artifact</div><div>{1}, {T}: Any number of target players each mill two cards. (Each of them puts the top two cards of their library into their graveyard.)<br/>Exhaust -- {2}{U}{U}, {T}: Any number of target players each mill cards equal to the number of cards in their graveyard. (Activate each exhaust ability only once.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Riverchurn Monument

①②

### Artifact

{1}, {T}: Any number of target players each mill two cards. (Each of them puts the top two cards of their library into their graveyard.) Exhaust -- {2}{U}{U}, {T}: Any number of target players each mill cards equal to the number of cards in their graveyard. (Activate each exhaust ability only once.)

[sideboard]

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## Temporary Lockdown

①W②W

### Enchantment

When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.

[sideboard]

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