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| <div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Elspeth's Smite</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><div>Elspeth's Smite</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><div>Elspeth's Smite</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><div>Floodfarm Verge</div><div>Land</div><div>{T}: Add {W}.<br/>{T}: Add {U}. Activate only if you control a Plains or an Island.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                         |

## Floodfarm Verge

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

## Forest

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Instant

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 explodes. Activate only as a sorcery.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Instant

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 explodes. Activate only as a sorcery.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Instant

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.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Instant

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.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hedge Maze

Land -- Forest Island

(**{T}**: Add **{G}** or **{U}**.)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your  
library. You may put it into your  
graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hedge Maze

Land -- Forest Island

([T]: Add [G] or [U].)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your  
library. You may put it into your  
graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hedge Maze

Land -- Forest Island

(**{T}**: Add **{G}** or **{U}**.)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hushwood Verge

Land

{T}: Add {G}.  
{T}: Add {W}. Activate only if you control a Forest or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hushwood Verge

Land

{T}: Add {G}.  
{T}: Add {W}. Activate only if you control a Forest or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hushwood Verge

Land

{T}: Add {G}.  
{T}: Add {W}. Activate only if you control a Forest or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hushwood Verge

Land

{T}: Add {G}.  
{T}: Add {W}. Activate only if you control a Forest or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Island

Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 W

## Enchantment

Flash  
Domain -- This spell costs {1} less  
to cast for each basic land type  
among lands you control.  
When this enchantment enters, exile  
target nonland permanent an opponent  
controls until this enchantment  
leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 W

Enchantment

Flash  
Domain -- This spell costs {1} less  
to cast for each basic land type  
among lands you control.  
When this enchantment enters, exile  
target nonland permanent an opponent  
controls until this enchantment  
leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div>Leyline Binding</div> <div> <div>5</div> <div>W</div> </div> <div>Enchantment</div> <div>Flash</div> <div>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.</div> <div>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Leyline Binding</div> <div> <div>5</div> <div>W</div> </div> <div>Enchantment</div> <div>Flash</div> <div>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.</div> <div>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Lush Portico</div> <div>Land -- Forest Plains</div> <div> <div>{T}: Add {G} or {W}.</div> <div>This land enters tapped.</div> <div>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>       | <div>Lush Portico</div> <div>Land -- Forest Plains</div> <div> <div>{T}: Add {G} or {W}.</div> <div>This land enters tapped.</div> <div>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                        |
| <div>Lush Portico</div> <div>Land -- Forest Plains</div> <div> <div>{T}: Add {G} or {W}.</div> <div>This land enters tapped.</div> <div>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                             | <div>Lush Portico</div> <div>Land -- Forest Plains</div> <div> <div>{T}: Add {G} or {W}.</div> <div>This land enters tapped.</div> <div>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                             | <div>Meticulous Archive</div> <div>Land -- Plains Island</div> <div> <div>{T}: Add {W} or {U}.</div> <div>This land enters tapped.</div> <div>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Overlord of the Floodpits</div> <div> <div>3</div> <div>U</div> <div>U</div> </div> <div>Enchantment Creature -- Avatar Horror</div> <div> <div>Impending 4--{1}{U}{U} (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.)</div> <div>Flying</div> <div>Whenever this permanent enters or attacks, draw two cards, then discard a card.</div> <div>5/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <p><b>Overlord of the Floodpits</b> (3)(U)(U)</p> <p>Enchantment Creature -- Avatar Horror</p> <p>Impending 4--{1}{U}{U} (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>Flying</p> <p>Whenever this permanent enters or attacks, draw two cards, then discard a card.</p> <p><b>5/3</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                    | <p><b>Overlord of the Floodpits</b> (3)(U)(U)</p> <p>Enchantment Creature -- Avatar Horror</p> <p>Impending 4--{1}{U}{U} (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>Flying</p> <p>Whenever this permanent enters or attacks, draw two cards, then discard a card.</p> <p><b>5/3</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                    | <p><b>Overlord of the Hauntwoods</b> (3)(G)(G)</p> <p>Enchantment Creature -- Avatar Horror</p> <p>Impending 4--{1}{G}{G} (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 a tapped colorless land token named Everywhere that is every basic land type.</p> <p><b>6/5</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Overlord of the Hauntwoods</b> (3)(G)(G)</p> <p>Enchantment Creature -- Avatar Horror</p> <p>Impending 4--{1}{G}{G} (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 a tapped colorless land token named Everywhere that is every basic land type.</p> <p><b>6/5</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Overlord of the Hauntwoods</b> (3)(G)(G)</p> <p>Enchantment Creature -- Avatar Horror</p> <p>Impending 4--{1}{G}{G} (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 a tapped colorless land token named Everywhere that is every basic land type.</p> <p><b>6/5</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Overlord of the Hauntwoods</b> (3)(G)(G)</p> <p>Enchantment Creature -- Avatar Horror</p> <p>Impending 4--{1}{G}{G} (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 a tapped colorless land token named Everywhere that is every basic land type.</p> <p><b>6/5</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Overlord of the Mistmoors</b> (5)(W)(W)</p> <p>Enchantment Creature -- Avatar Horror</p> <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> <p><b>6/6</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                              | <p><b>Overlord of the Mistmoors</b> (5)(W)(W)</p> <p>Enchantment Creature -- Avatar Horror</p> <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> <p><b>6/6</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                              |

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| <div>Overlord of the Mistmoors (5)(W)(W)</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>Overlord of the Mistmoors (5)(W)(W)</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>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                   | <div>Restless Reef</div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {U} or {B}.<br/>{2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land.<br/>Whenever this land attacks, target player mills four cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Restless Vinestalk</div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {G} or {U}.<br/>{3}{G}{U}: Until end of turn, this land becomes a 5/5 green and blue Plant creature with trample. It's still a land.<br/>Whenever this land attacks, up to one other target creature has base power and toughness 3/3 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                       | <div>Sunfall (3)(W)(W)</div> <div>Sorcery</div> <div>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                | <div>Sunfall (3)(W)(W)</div> <div>Sorcery</div> <div>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sunfall (3)(W)(W)</div> <div>Sorcery</div> <div>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>    |

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| <div>Sunfall</div> <div> <div>3</div> <div>W</div> <div>W</div> </div> <div>Sorcery</div> <div>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                   | <div>Temporary Lockdown</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> <div>Enchantment</div> <div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Temporary Lockdown</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> <div>Enchantment</div> <div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Undercity Sewers</div> <div>Land -- Island Swamp</div> <div>{T}: Add {U} or {B}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                              | <div>Up the Beanstalk</div> <div> <div>1</div> <div>G</div> </div> <div>Enchantment</div> <div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Up the Beanstalk</div> <div> <div>1</div> <div>G</div> </div> <div>Enchantment</div> <div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                              | <div>Up the Beanstalk</div> <div> <div>1</div> <div>G</div> </div> <div>Enchantment</div> <div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                              |

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| <p><b>Up the Beanstalk</b> (1)(G)</p> <p>Enchantment</p> <p>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                          | <p><b>Zur, Eternal Schemer</b> (W)(U)(B)</p> <p>Legendary Creature -- Human Wizard</p> <p>Flying</p> <p>Enchantment creatures you control have deathtouch, lifelink, and hexproof.</p> <p>{1}{W}: Target non-Aura enchantment you control becomes a creature in addition to its other types and has base power and base toughness each equal to its mana value.</p> <p>1/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Zur, Eternal Schemer</b> (W)(U)(B)</p> <p>Legendary Creature -- Human Wizard</p> <p>Flying</p> <p>Enchantment creatures you control have deathtouch, lifelink, and hexproof.</p> <p>{1}{W}: Target non-Aura enchantment you control becomes a creature in addition to its other types and has base power and base toughness each equal to its mana value.</p> <p>1/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Zur, Eternal Schemer</b> (W)(U)(B)</p> <p>Legendary Creature -- Human Wizard</p> <p>Flying</p> <p>Enchantment creatures you control have deathtouch, lifelink, and hexproof.</p> <p>{1}{W}: Target non-Aura enchantment you control becomes a creature in addition to its other types and has base power and base toughness each equal to its mana value.</p> <p>1/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Zur, Eternal Schemer</b> (W)(U)(B)</p> <p>Legendary Creature -- Human Wizard</p> <p>Flying</p> <p>Enchantment creatures you control have deathtouch, lifelink, and hexproof.</p> <p>{1}{W}: Target non-Aura enchantment you control becomes a creature in addition to its other types and has base power and base toughness each equal to its mana value.</p> <p>1/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Authority of the Consuls</b> (W)</p> <p>Enchantment</p> <p>Creatures your opponents control enter tapped.</p> <p>Whenever a creature an opponent controls enters, you gain 1 life.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                | <p><b>Authority of the Consuls</b> (W)</p> <p>Enchantment</p> <p>Creatures your opponents control enter tapped.</p> <p>Whenever a creature an opponent controls enters, you gain 1 life.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                | <p><b>Disdainful Stroke</b> (1)(U)</p> <p>Instant</p> <p>Counter target spell with mana value 4 or greater.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                             |

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| <b>Disdainful Stroke</b> (1)(U)<br><hr/> Instant<br><hr/> Counter target spell with mana value 4 or greater.<br><br>[sideboard]                                                                                                                                                            | <b>Elspeth's Smite</b> (W)<br><hr/> Instant<br><hr/> Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.<br><br>[sideboard]              | <b>Obstinate Baloth</b> (2)(G)(G)<br><hr/> Creature -- Beast<br><hr/> When this creature enters, you gain 4 life.<br>If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.<br><br>[sideboard] | <b>Obstinate Baloth</b> (2)(G)(G)<br><hr/> Creature -- Beast<br><hr/> When this creature enters, you gain 4 life.<br>If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.<br><br>[sideboard] |
| <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div>                                                                                                                                                                                                                   | <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div>                                                                                                                                              | <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div>                                                                                                                                                                                                    | <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div>                                                                                                                                                                                                    |
| <b>Obstinate Baloth</b> (2)(G)(G)<br><hr/> Creature -- Beast<br><hr/> When this creature enters, you gain 4 life.<br>If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.<br><br>[sideboard] | <b>Rest in Peace</b> (1)(W)<br><hr/> Enchantment<br><hr/> When this enchantment enters, exile all graveyards.<br>If a card or token would be put into a graveyard from anywhere, exile it instead.<br><br>[sideboard] | <b>Rest in Peace</b> (1)(W)<br><hr/> Enchantment<br><hr/> When this enchantment enters, exile all graveyards.<br>If a card or token would be put into a graveyard from anywhere, exile it instead.<br><br>[sideboard]                                                                      | <b>Tear Asunder</b> (1)(G)<br><hr/> Instant<br><hr/> Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)<br>Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.<br><br>[sideboard]                                |
| <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div>                                                                                                                                                                                                    | <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div>                                                                                                                                              | <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div>                                                                                                                                                                                                                   | <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div>                                                                                                                                                                                                                   |

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| <b>Temporary Lockdown</b> (1)(W)(W)<br><hr/> <b>Enchantment</b><br><hr/> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>The End</b> (2)(B)(B)<br><hr/> <b>Instant</b><br><hr/> <p>This spell costs {2} less to cast if your life total is 5 or less. Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Tranquil Frillback</b> (2)(G)<br><hr/> <b>Creature -- Dinosaur</b><br><hr/> <p>When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --</p> <ul style="list-style-type: none"> <li>* Destroy target artifact or enchantment.</li> <li>* Exile target player's graveyard.</li> <li>* You gain 4 life.</li> </ul> <p>[sideboard]</p> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Vivien Reid</b> (3)(G)(G)<br><hr/> <b>Legendary Planeswalker -- Vivien</b><br><hr/> <p>[+1]: Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p> <p>[-3]: Destroy target artifact, enchantment, or creature with flying.</p> <p>[-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible."</p> <p>[sideboard]</p> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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