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| <div><div><div>Barrier Breach</div><div>26</div></div><div><div>Instant</div><div>Exile up to three target enchantments.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                  | <div><div><div>Barrier Breach</div><div>26</div></div><div><div>Instant</div><div>Exile up to three target enchantments.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Bloodchief's Thirst</div><div>B</div></div><div><div>Sorcery</div><div>Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.)<br/>Destroy target creature or planeswalker with mana value 2 or less. If this spell was kicked, instead destroy target creature or planeswalker.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Bloodchief's Thirst</div><div>B</div></div><div><div>Sorcery</div><div>Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.)<br/>Destroy target creature or planeswalker with mana value 2 or less. If this spell was kicked, instead destroy target creature or planeswalker.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><div>Bloodchief's Thirst</div><div>B</div></div><div><div>Sorcery</div><div>Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.)<br/>Destroy target creature or planeswalker with mana value 2 or less. If this spell was kicked, instead destroy target creature or planeswalker.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Bloodfell Caves</div></div><div><div>Land</div><div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {B} or {R}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                | <div><div><div>Branchloft Pathway</div></div><div><div>Land</div><div>{T}: Add {G}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> <div><div><div>Boulderloft Pathway</div></div><div><div>Land</div><div>{T}: Add {W}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                    | <div><div><div>Branchloft Pathway</div></div><div><div>Land</div><div>{T}: Add {G}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> <div><div><div>Boulderloft Pathway</div></div><div><div>Land</div><div>{T}: Add {W}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                    |

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| <div><div><div>Brightclimb Pathway</div><div>Card</div></div><div></div><div>OTHER FACE</div><div><div>Brightclimb Pathway</div><div>Card</div></div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                              | <div><div><div>Clearwater Pathway</div><div>Card</div></div><div></div><div>OTHER FACE</div><div><div>Clearwater Pathway</div><div>Card</div></div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                | <div><div><div>Clearwater Pathway</div><div>Card</div></div><div></div><div>OTHER FACE</div><div><div>Clearwater Pathway</div><div>Card</div></div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 | <div><div><div>Cragcrown Pathway</div><div>Land</div></div><div>{T}: Add {R}.</div><div></div><div>BACK FACE</div><div><div>Timbercrown Pathway</div><div>Land</div></div><div>{T}: Add {G}.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Cragcrown Pathway</div><div>Land</div></div><div>{T}: Add {R}.</div><div></div><div>BACK FACE</div><div><div>Timbercrown Pathway</div><div>Land</div></div><div>{T}: Add {G}.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Dismal Backwater</div><div>Land</div></div><div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {U} or {B}.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Extinction Event</div><div>3B</div><div>Sorcery</div></div><div>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Extinction Event</div><div>3B</div><div>Sorcery</div></div><div>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                |

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| <div> <div>Extinction Event</div> <div> <div>3</div> <div>B</div> </div> </div> <div>Sorcery</div> <div>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Extinction Event</div> <div> <div>3</div> <div>B</div> </div> </div> <div>Sorcery</div> <div>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                             | <div> <div>Fabled Passage</div> </div> <div>Land</div> <div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Fabled Passage</div> </div> <div>Land</div> <div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div> <div>Forest</div> </div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                    | <div> <div>Genesis Ultimatum</div> <div> <div>G</div> <div>G</div> <div>U</div> <div>U</div> <div>U</div> <div>R</div> <div>R</div> </div> </div> <div>Sorcery</div> <div>Look at the top five cards of your library. Put any number of permanent cards from among them onto the battlefield and the rest into your hand. Exile Genesis Ultimatum.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Idyllic Tutor</div> <div> <div>2</div> <div>W</div> </div> </div> <div>Sorcery</div> <div>Search your library for an enchantment card, reveal it, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                           | <div> <div>Indatha Triome</div> </div> <div>Land -- Plains Swamp Forest</div> <div>( {T}: Add {W}, {B}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                               |

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| <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  | <div><div>Jungle Hollow</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ketria Triome</div><div>Land -- Forest Island Mountain</div><div>{T}: Add {G}, {U}, or {R}.)<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>  | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.)</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>Raugrin Triome</div><div>Land -- Island Mountain Plains</div><div>{T}: Add {U}, {R}, or {W}.)<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> | <div><div>Riverglide Pathway</div><div>Land</div><div>{T}: Add {U}.</div><div>----- BACK FACE -----</div><div><div>Lavaglide Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <p><b>Sanctum of All</b> (W)(U)(B)(R)(G)</p> <p>Legendary Enchantment -- Shrine</p> <p>At the beginning of your upkeep, you may search your library and/or graveyard for a Shrine card and put it onto the battlefield. If you search your library this way, shuffle.</p> <p>If a triggered ability of another Shrine you control triggers while you control six or more Shrines, that ability triggers an additional time.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <p><b>Sanctum of All</b> (W)(U)(B)(R)(G)</p> <p>Legendary Enchantment -- Shrine</p> <p>At the beginning of your upkeep, you may search your library and/or graveyard for a Shrine card and put it onto the battlefield. If you search your library this way, shuffle.</p> <p>If a triggered ability of another Shrine you control triggers while you control six or more Shrines, that ability triggers an additional time.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <p><b>Sanctum of All</b> (W)(U)(B)(R)(G)</p> <p>Legendary Enchantment -- Shrine</p> <p>At the beginning of your upkeep, you may search your library and/or graveyard for a Shrine card and put it onto the battlefield. If you search your library this way, shuffle.</p> <p>If a triggered ability of another Shrine you control triggers while you control six or more Shrines, that ability triggers an additional time.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <p><b>Sanctum of Calm Waters</b> (3)(U)</p> <p>Legendary Enchantment -- Shrine</p> <p>At the beginning of your first main phase, you may draw X cards, where X is the number of Shrines you control. If you do, discard a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> |
| <p><b>Sanctum of Calm Waters</b> (3)(U)</p> <p>Legendary Enchantment -- Shrine</p> <p>At the beginning of your first main phase, you may draw X cards, where X is the number of Shrines you control. If you do, discard a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                                                                                                                                                             | <p><b>Sanctum of Calm Waters</b> (3)(U)</p> <p>Legendary Enchantment -- Shrine</p> <p>At the beginning of your first main phase, you may draw X cards, where X is the number of Shrines you control. If you do, discard a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                                                                                                                                                             | <p><b>Sanctum of Fruitful Harvest</b> (2)(G)</p> <p>Legendary Enchantment -- Shrine</p> <p>At the beginning of your first main phase, add X mana of any one color, where X is the number of Shrines you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                                                                                                                                                                            | <p><b>Sanctum of Fruitful Harvest</b> (2)(G)</p> <p>Legendary Enchantment -- Shrine</p> <p>At the beginning of your first main phase, add X mana of any one color, where X is the number of Shrines you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                |

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| <p><b>Sanctum of Fruitful Harvest</b> (2)(G)</p> <p>Legendary Enchantment -- Shrine</p> <p>At the beginning of your first main phase, add X mana of any one color, where X is the number of Shrines you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                   | <p><b>Sanctum of Shattered Heights</b> (2)(R)</p> <p>Legendary Enchantment -- Shrine</p> <p>{1}, Discard a land card or Shrine card: Sanctum of Shattered Heights deals X damage to target creature or planeswalker, where X is the number of Shrines you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Sanctum of Shattered Heights</b> (2)(R)</p> <p>Legendary Enchantment -- Shrine</p> <p>{1}, Discard a land card or Shrine card: Sanctum of Shattered Heights deals X damage to target creature or planeswalker, where X is the number of Shrines you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Sanctum of Shattered Heights</b> (2)(R)</p> <p>Legendary Enchantment -- Shrine</p> <p>{1}, Discard a land card or Shrine card: Sanctum of Shattered Heights deals X damage to target creature or planeswalker, where X is the number of Shrines you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Sanctum of Shattered Heights</b> (2)(R)</p> <p>Legendary Enchantment -- Shrine</p> <p>{1}, Discard a land card or Shrine card: Sanctum of Shattered Heights deals X damage to target creature or planeswalker, where X is the number of Shrines you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Sanctum of Stone Fangs</b> (1)(B)</p> <p>Legendary Enchantment -- Shrine</p> <p>At the beginning of your first main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                     | <p><b>Sanctum of Stone Fangs</b> (1)(B)</p> <p>Legendary Enchantment -- Shrine</p> <p>At the beginning of your first main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                     | <p><b>Sanctum of Stone Fangs</b> (1)(B)</p> <p>Legendary Enchantment -- Shrine</p> <p>At the beginning of your first main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                     |

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| <div><div><div>Sanctum of Stone Fangs</div><div>1B</div></div><div>Legendary Enchantment -- Shrine</div><div>At the beginning of your first main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sanctum of Tranquil Light</div><div>W</div></div><div>Legendary Enchantment -- Shrine</div><div>{5}{W}: Tap target creature. This ability costs {1} less to activate for each Shrine you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sanctum of Tranquil Light</div><div>W</div></div><div>Legendary Enchantment -- Shrine</div><div>{5}{W}: Tap target creature. This ability costs {1} less to activate for each Shrine you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Savai Triome</div></div><div>Land -- Mountain Plains Swamp</div><div>{T}: Add {R}, {W}, or {B}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Swamp</div></div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                     | <div><div><div>Swamp</div></div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                | <div><div><div>Thirst for Meaning</div><div>2U</div></div><div>Instant</div><div>Draw three cards. Then discard two cards unless you discard an enchantment card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                | <div><div><div>Thirst for Meaning</div><div>2U</div></div><div>Instant</div><div>Draw three cards. Then discard two cards unless you discard an enchantment card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           |

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| <div><div>Thornwood Falls</div><div>Land</div><div><div>This land enters tapped.</div><div>When this land enters, you gain 1 life.</div><div>{T}: Add {G} or {U}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                        | <div><div>Tranquil Cove</div><div>Land</div><div><div>This land enters tapped.</div><div>When this land enters, you gain 1 life.</div><div>{T}: Add {W} or {U}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                     | <div><div>Tranquil Cove</div><div>Land</div><div><div>This land enters tapped.</div><div>When this land enters, you gain 1 life.</div><div>{T}: Add {W} or {U}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                     | <div><div>Zagoth Triome</div><div>Land -- Swamp Forest Island</div><div><div>{T}: Add {B}, {G}, or {U}.)</div><div>This land enters tapped.</div><div>Cycling {3} ({3}, Discard this card: Draw a card.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Zagoth Triome</div><div>Land -- Swamp Forest Island</div><div><div>{T}: Add {B}, {G}, or {U}.)</div><div>This land enters tapped.</div><div>Cycling {3} ({3}, Discard this card: Draw a card.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Genesis Ultimatum GGUUURR</div><div>Sorcery</div><div><div>Look at the top five cards of your library. Put any number of permanent cards from among them onto the battlefield and the rest into your hand. Exile Genesis Ultimatum.</div><div>[sideboard]</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Genesis Ultimatum GGUUURR</div><div>Sorcery</div><div><div>Look at the top five cards of your library. Put any number of permanent cards from among them onto the battlefield and the rest into your hand. Exile Genesis Ultimatum.</div><div>[sideboard]</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Heroic Intervention 1G</div><div>Instant</div><div><div>Permanents you control gain hexproof and indestructible until end of turn.</div><div>[sideboard]</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                       |

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Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev