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| <div>Avengers Disassembled 1RR</div> <div>Sorcery</div> <div>Choose one or both --<br/>           * Avengers Disassembled deals 3 damage to each creature.<br/>           * Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                               | <div>Avengers Disassembled 1RR</div> <div>Sorcery</div> <div>Choose one or both --<br/>           * Avengers Disassembled deals 3 damage to each creature.<br/>           * Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                               | <div>Avengers Disassembled 1RR</div> <div>Sorcery</div> <div>Choose one or both --<br/>           * Avengers Disassembled deals 3 damage to each creature.<br/>           * Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Avengers Disassembled 1RR</div> <div>Sorcery</div> <div>Choose one or both --<br/>           * Avengers Disassembled deals 3 damage to each creature.<br/>           * Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev</div> | <div>Castle Ardenvale</div> <div>Land</div> <div>This land enters tapped unless you control a Plains.<br/>           {T}: Add {W}.<br/>           {2}{W}{W}, {T}: Create a 1/1 white Human creature token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                        | <div>Cleansing Wildfire 1R</div> <div>Sorcery</div> <div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                       |

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| <div><div>Cleansing Wildfire</div><div>1R</div></div> <div>Sorcery</div> <div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                             | <div><div>Cleansing Wildfire</div><div>1R</div></div> <div>Sorcery</div> <div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                             | <div><div>Cleansing Wildfire</div><div>1R</div></div> <div>Sorcery</div> <div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Cori Mountain Monastery</div></div> <div>Land</div> <div>This land enters tapped unless you control a Plains or an Island. {T}: Add {R}. {3}{R}, {T}: Exile the top card of your library. Until the end of your next turn, you may play that card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Cori Mountain Monastery</div></div> <div>Land</div> <div>This land enters tapped unless you control a Plains or an Island. {T}: Add {R}. {3}{R}, {T}: Exile the top card of your library. Until the end of your next turn, you may play that card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Cori Mountain Monastery</div></div> <div>Land</div> <div>This land enters tapped unless you control a Plains or an Island. {T}: Add {R}. {3}{R}, {T}: Exile the top card of your library. Until the end of your next turn, you may play that card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Day of Judgment</div><div>2WW</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>2WW</div></div> <div>Sorcery</div> <div>Destroy all creatures.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                           |

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| <div><div>Demolition Field</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                            | <div><div>Demolition Field</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Demolition Field</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Demolition Field</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Elspeth, Storm Slayer 3WW</div><div>Legendary Planeswalker -- Elspeth</div><div><p>If one or more tokens would be created under your control, twice that many of those tokens are created instead.</p><p>[+1]: Create a 1/1 white Soldier creature token.</p><p>[0]: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn.</p><p>[-3]: Destroy target creature an opponent controls with mana value 3 or greater.</p></div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Erode W</div><div>Instant</div><div><p>Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                   | <div><div>Erode W</div><div>Instant</div><div><p>Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                   | <div><div>Erode W</div><div>Instant</div><div><p>Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                   |

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| <div>Erode</div> <div>Instant</div> <div> <p>Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</p> </div> <div> <div>W</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                              | <div>Farewell</div> <div>Sorcery</div> <div> <p>Choose one or more --</p> <ul style="list-style-type: none"> <li>* Exile all artifacts.</li> <li>* Exile all creatures.</li> <li>* Exile all enchantments.</li> <li>* Exile all graveyards.</li> </ul> </div> <div> <div>4W</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Field of Ruin</div> <div>Land</div> <div> <p>{T}: Add {C}.<br/> {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>        | <div>Field of Ruin</div> <div>Land</div> <div> <p>{T}: Add {C}.<br/> {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>        |
| <div>Field of Ruin</div> <div>Land</div> <div> <p>{T}: Add {C}.<br/> {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Field of Ruin</div> <div>Land</div> <div> <p>{T}: Add {C}.<br/> {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                 | <div>Fiery Impulse</div> <div>Instant</div> <div> <p>Fiery Impulse deals 2 damage to target creature.<br/> Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead.</p> </div> <div> <div>R</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Fiery Impulse</div> <div>Instant</div> <div> <p>Fiery Impulse deals 2 damage to target creature.<br/> Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead.</p> </div> <div> <div>R</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div><div><div>Fiery Impulse</div><div>R</div></div><div>Instant</div><div>Fiery Impulse deals 2 damage to target creature.<br/>Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             | <div><div><div>Fiery Impulse</div><div>R</div></div><div>Instant</div><div>Fiery Impulse deals 2 damage to target creature.<br/>Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             | <div><div><div>Get Lost</div><div>1W</div></div><div>Instant</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Get Lost</div><div>1W</div></div><div>Instant</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>March of Otherworldly Light</div><div>XW</div></div><div>Instant</div><div>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way.<br/>Exile target artifact, creature, or enchantment with mana value X or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>March of Otherworldly Light</div><div>XW</div></div><div>Instant</div><div>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way.<br/>Exile target artifact, creature, or enchantment with mana value X or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                          | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                          |

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| <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>Price of Freedom1R</div><div>Sorcery -- Lesson</div><div>Destroy target artifact or land an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Price of Freedom1R</div><div>Sorcery -- Lesson</div><div>Destroy target artifact or land an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Price of Freedom1R</div><div>Sorcery -- Lesson</div><div>Destroy target artifact or land an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Price of Freedom1R</div><div>Sorcery -- Lesson</div><div>Destroy target artifact or land an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Sacred Foundry</div> <div>Land -- Mountain Plains</div> <div>({T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                           | <div>Sacred Foundry</div> <div>Land -- Mountain Plains</div> <div>({T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                           | <div>Sacred Foundry</div> <div>Land -- Mountain Plains</div> <div>({T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                           | <div>Sacred Foundry</div> <div>Land -- Mountain Plains</div> <div>({T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <div>Sunken Citadel</div> <div>Land -- Cave</div> <div>This land enters tapped. As it enters, choose a color.<br/>{T}: Add one mana of the chosen color.<br/>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sunken Citadel</div> <div>Land -- Cave</div> <div>This land enters tapped. As it enters, choose a color.<br/>{T}: Add one mana of the chosen color.<br/>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sunken Citadel</div> <div>Land -- Cave</div> <div>This land enters tapped. As it enters, choose a color.<br/>{T}: Add one mana of the chosen color.<br/>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>The Legend of Roku</div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Exile the top three cards of your library. Until the end of your next turn, you may play those cards.<br/>II -- Add one mana of any color.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div> <div>-----<br/>-- -- BACK FACE -- --</div> <div>Avatar Roku</div> <div>Legendary Creature -- Avatar</div> <div>Firebending 4 (Whenever this creature attacks, add {R}{R}{R}{R}. This mana lasts until end of combat.)<br/>{8}: Create a 4/4 red Dragon creature token with flying and firebending 4.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>The Legend of Roku</div><div><div>2</div><div>R</div><div>R</div></div></div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Exile the top three cards of your library. Until the end of your next turn, you may play those cards.<br/>II -- Add one mana of any color.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>-----<br/>-- -- BACK FACE -- --</div><div>Avatar Roku</div><div>Legendary Creature -- Avatar</div><div>Firebending 4 (Whenever this creature attacks, add {R}{R}{R}{R}. This mana lasts until end of combat.)<br/>{8}: Create a 4/4 red Dragon creature token with flying and firebending 4.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>The Mind Stone</div><div><div>1</div><div>W</div></div></div><div>Legendary Artifact -- Infinity Stone</div><div>Indestructible<br/>{T}: Add {W}.<br/>{5}{W}, {T}: Harness The Mind Stone. (Once harnessed, its inf ability is active.)<br/>inf -- At the beginning of your end step, exile up to one other target nonland permanent you control, then return that card to the battlefield under its owner's control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>The Wandering Emperor</div><div><div>2</div><div>W</div><div>W</div></div></div><div>Legendary Planeswalker</div><div>Flash<br/>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.<br/>[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.<br/>[-1]: Create a 2/2 white Samurai creature token with vigilance.<br/>[-2]: Exile target tapped creature. You gain 2 life.</div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>The Wandering Emperor</div><div><div>2</div><div>W</div><div>W</div></div></div><div>Legendary Planeswalker</div><div>Flash<br/>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.<br/>[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.<br/>[-1]: Create a 2/2 white Samurai creature token with vigilance.<br/>[-2]: Exile target tapped creature. You gain 2 life.</div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Authority of the Consuls</div><div><div>W</div></div></div><div>Enchantment</div><div>Creatures your opponents control enter tapped.<br/>Whenever a creature an opponent controls enters, you gain 1 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | <div><div><div>Authority of the Consuls</div><div><div>W</div></div></div><div>Enchantment</div><div>Creatures your opponents control enter tapped.<br/>Whenever a creature an opponent controls enters, you gain 1 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                      | <div><div><div>Bonehoard Dracosaur</div><div><div>3</div><div>R</div><div>R</div></div></div><div>Creature -- Dinosaur Dragon</div><div>Flying, first strike<br/>At the beginning of your upkeep, exile the top two cards of your library. You may play them this turn. If you exiled a land card this way, create a 3/1 red Dinosaur creature token. If you exiled a nonland card this way, create a Treasure token.</div><div>[sideboard]</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                     | <div><div><div>Bonehoard Dracosaur</div><div><div>3</div><div>R</div><div>R</div></div></div><div>Creature -- Dinosaur Dragon</div><div>Flying, first strike<br/>At the beginning of your upkeep, exile the top two cards of your library. You may play them this turn. If you exiled a land card this way, create a 3/1 red Dinosaur creature token. If you exiled a nonland card this way, create a Treasure token.</div><div>[sideboard]</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                     |

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| <div><div>Chandra, Awakened Inferno (4)(R)(R)</div><div>Legendary Planeswalker -- Chandra</div><div><p>This spell can't be countered.</p><p>[+2]: Each opponent gets an emblem with "At the beginning of your upkeep, this emblem deals 1 damage to you."</p><p>[-3]: Chandra deals 3 damage to each non-Elemental creature.</p><p>[-X]: Chandra deals X damage to target creature or planeswalker. If a permanent dealt damage this way would die this turn, exile it instead.</p></div><div>[sideboard]</div><div>L 6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Get Lost (1)(W)</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>[sideboard]</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                       | <div><div>Kaheera, the Orphanguard (1)(6/W)(6/W)</div><div>Legendary Creature -- Cat Beast</div><div><p>Companion -- Each creature card in your starting deck is a Cat, Elemental, Nightmare, Dinosaur, or Beast card. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)</p><p>Vigilance</p><p>Each other creature you control that's a Cat, Elemental, Nightmare, Dinosaur, or Beast gets +1/+1 and has vigilance.</p></div><div>[sideboard]</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Kutzil's Flanker (2)(W)</div><div>Creature -- Cat Warrior</div><div><p>Flash</p><p>When this creature enters, choose one --</p><ul style="list-style-type: none"><li>* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.</li><li>* You gain 2 life and scry 2.</li><li>* Exile target player's graveyard.</li></ul></div><div>[sideboard]</div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Kutzil's Flanker (2)(W)</div><div>Creature -- Cat Warrior</div><div><p>Flash</p><p>When this creature enters, choose one --</p><ul style="list-style-type: none"><li>* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.</li><li>* You gain 2 life and scry 2.</li><li>* Exile target player's graveyard.</li></ul></div><div>[sideboard]</div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                          | <div><div>Kutzil's Flanker (2)(W)</div><div>Creature -- Cat Warrior</div><div><p>Flash</p><p>When this creature enters, choose one --</p><ul style="list-style-type: none"><li>* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.</li><li>* You gain 2 life and scry 2.</li><li>* Exile target player's graveyard.</li></ul></div><div>[sideboard]</div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rest in Peace (1)(W)</div><div>Enchantment</div><div><p>When this enchantment enters, exile all graveyards.</p><p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p></div><div>[sideboard]</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                           | <div><div>Rest in Peace (1)(W)</div><div>Enchantment</div><div><p>When this enchantment enters, exile all graveyards.</p><p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p></div><div>[sideboard]</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                             |

① W

When this enchantment enters, exile all graveyards.  
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sidebar]

① R

Destroy target artifact.  
Fuse (You may cast one or both halves  
of this card from your hand.)

[sideboard]

W

Destroy target enchantment.  
Fuse (You may cast one or both halves  
of this card from your hand.)

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① ②

Destroy target artifact.  
Fuse (You may cast one or both halves of this card from your hand.)

[sideboard]

W

Destroy target enchantment.  
Fuse (You may cast one or both halves  
of this card from your hand.)

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