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| <div>Beza, the Bounding Spring (2)(W)(W)</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 (2)(W)(W)</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>Cori Mountain Monastery</div> <div>Land</div> <div>This land enters tapped unless you control a Plains or an Island.<br/>{T}: Add {R}.<br/>{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>Day of Judgment (2)(W)(W)</div> <div>Sorcery</div> <div>Destroy all creatures.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                      |
| <div>Day of Judgment (2)(W)(W)</div> <div>Sorcery</div> <div>Destroy all creatures.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                   | <div>Dispelling Exhale (1)(U)</div> <div>Instant</div> <div>As an additional cost to cast this spell, you may behold a Dragon. (You may choose a Dragon you control or reveal a Dragon card from your hand.)<br/>Counter target spell unless its controller pays {2}. If a Dragon was beheld, counter that spell unless its controller pays {4} instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                              | <div>Dispelling Exhale (1)(U)</div> <div>Instant</div> <div>As an additional cost to cast this spell, you may behold a Dragon. (You may choose a Dragon you control or reveal a Dragon card from your hand.)<br/>Counter target spell unless its controller pays {2}. If a Dragon was beheld, counter that spell unless its controller pays {4} instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Dispelling Exhale (1)(U)</div> <div>Instant</div> <div>As an additional cost to cast this spell, you may behold a Dragon. (You may choose a Dragon you control or reveal a Dragon card from your hand.)<br/>Counter target spell unless its controller pays {2}. If a Dragon was beheld, counter that spell unless its controller pays {4} instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Elegant Parlor</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(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> | <div><div>Elegant Parlor</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(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> | <div><div>Elegant Parlor</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(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> | <div><div>Elegant Parlor</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(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> |
| <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>                                                                                                        | <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>                                                                                                        | <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>                                                                                                        | <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>                                                                                                        |

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| <div><div>Get Lost</div><div><div>1</div><div>W</div></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>Get Lost</div><div><div>1</div><div>W</div></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>Get Lost</div><div><div>1</div><div>W</div></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>Get Lost</div><div><div>1</div><div>W</div></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>Ghost Vacuum</div><div><div>1</div></div></div> <div>Artifact</div> <div>{T}: Exile target card from a graveyard.<br/>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Island</div></div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                     | <div><div>Island</div></div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                     | <div><div>Lightning Helix</div><div><div>R</div><div>W</div></div></div> <div>Instant</div> <div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                    |

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| <div><div><div>Lightning Helix</div><div><div>R</div><div>W</div></div></div><div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                         | <div><div><div>Lightning Helix</div><div><div>R</div><div>W</div></div></div><div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                               | <div><div><div>Lightning Helix</div><div><div>R</div><div>W</div></div></div><div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                               | <div><div><div>Marang River Regent</div><div><div>4</div><div>U</div><div>U</div></div></div><div><div>Creature -- Dragon</div><div>Flying</div><div>When this creature enters, return up to two other target nonland permanents to their owners' hands.</div></div></div> <div><div>6/7</div><div>----- ADVENTURE -----</div><div><div>Coil and Catch</div><div><div>3</div><div>U</div></div></div><div><div>Instant -- Omen</div><div>Draw three cards, then discard a card. (Then shuffle this card into its owner's library.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><div>Marang River Regent</div><div><div>4</div><div>U</div><div>U</div></div></div><div><div>Creature -- Dragon</div><div>Flying</div><div>When this creature enters, return up to two other target nonland permanents to their owners' hands.</div></div></div> <div><div>6/7</div><div>----- ADVENTURE -----</div><div><div>Coil and Catch</div><div><div>3</div><div>U</div></div></div><div><div>Instant -- Omen</div><div>Draw three cards, then discard a card. (Then shuffle this card into its owner's library.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Meticulous Archive</div></div><div><div>Land -- Plains Island</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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Meticulous Archive</div></div><div><div>Land -- Plains Island</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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Meticulous Archive</div></div><div><div>Land -- Plains Island</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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                           |

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| <div> <div>Meticulous Archive</div> <div>Land -- Plains Island</div> <div> ({T}: Add {W} or {U}.)<br/> This land enters tapped.<br/> When this land enters, surveil 1.<br/> (Look at the top card of your library. You may put it into your graveyard.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div>Negate</div> <div>Instant</div> <div> Counter target noncreature spell. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                                                                                                                                                                                   | <div> <div>Plains</div> <div>Basic Land -- Plains</div> <div> ({T}: Add {W}.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                                                                                                                                                                                        | <div> <div>Plains</div> <div>Basic Land -- Plains</div> <div> ({T}: Add {W}.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                 |
| <div> <div>Plains</div> <div>Basic Land -- Plains</div> <div> ({T}: Add {W}.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                           | <div> <div>Rediscover the Way</div> <div>Enchantment -- Saga</div> <div> (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/> I, II -- Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.<br/> III -- Whenever you cast a noncreature spell this turn, target creature you control gains double strike until end of turn. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div>Rediscover the Way</div> <div>Enchantment -- Saga</div> <div> (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/> I, II -- Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.<br/> III -- Whenever you cast a noncreature spell this turn, target creature you control gains double strike until end of turn. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div>Riverpyre Verge</div> <div>Land</div> <div> {T}: Add {R}.<br/> {T}: Add {U}. Activate only if you control an Island or a Mountain. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |

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| <div>Riverpyre Verge</div> <div>Land</div> <div>{T}: Add {R}.</div> <div>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                           | <div>Riverpyre Verge</div> <div>Land</div> <div>{T}: Add {R}.</div> <div>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                           | <div>Shiko, Paragon of the Way 2URW</div> <div>Legendary Creature -- Spirit Dragon</div> <div>Flying, vigilance</div> <div>When Shiko enters, exile target nonland card with mana value 3 or less from your graveyard. Copy it, then you may cast the copy without paying its mana cost. (A copy of a permanent spell becomes a token.)</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Shiko, Paragon of the Way 2URW</div> <div>Legendary Creature -- Spirit Dragon</div> <div>Flying, vigilance</div> <div>When Shiko enters, exile target nonland card with mana value 3 or less from your graveyard. Copy it, then you may cast the copy without paying its mana cost. (A copy of a permanent spell becomes a token.)</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Shiko, Paragon of the Way 2URW</div> <div>Legendary Creature -- Spirit Dragon</div> <div>Flying, vigilance</div> <div>When Shiko enters, exile target nonland card with mana value 3 or less from your graveyard. Copy it, then you may cast the copy without paying its mana cost. (A copy of a permanent spell becomes a token.)</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Shiko, Paragon of the Way 2URW</div> <div>Legendary Creature -- Spirit Dragon</div> <div>Flying, vigilance</div> <div>When Shiko enters, exile target nonland card with mana value 3 or less from your graveyard. Copy it, then you may cast the copy without paying its mana cost. (A copy of a permanent spell becomes a token.)</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Soul-Guide Lantern 1</div> <div>Artifact</div> <div>When this artifact enters, exile target card from a graveyard.</div> <div>{T}, Sacrifice this artifact: Exile each opponent's graveyard.</div> <div>{1}, {T}, Sacrifice this artifact: Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                           | <div>Stock Up 2U</div> <div>Sorcery</div> <div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                     |

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| <div><div>Stock Up</div><div><div>2</div><div>U</div></div></div> <div>Sorcery</div> <div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Stock Up</div><div><div>2</div><div>U</div></div></div> <div>Sorcery</div> <div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Stock Up</div><div><div>2</div><div>U</div></div></div> <div>Sorcery</div> <div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                           | <div><div>Sunbillion Verge</div></div> <div>Land</div> <div>{T}: Add {W}.<br/>{T}: Add {R}. Activate only if you control a Mountain or a Plains.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                        |
| <div><div>Sunbillion Verge</div></div> <div>Land</div> <div>{T}: Add {W}.<br/>{T}: Add {R}. Activate only if you control a Mountain or a Plains.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                              | <div><div>Sunbillion Verge</div></div> <div>Land</div> <div>{T}: Add {W}.<br/>{T}: Add {R}. Activate only if you control a Mountain or a Plains.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                              | <div><div>Temporary Lockdown</div><div><div>1</div><div>W</div><div>W</div></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><div>Temporary Lockdown</div><div><div>1</div><div>W</div><div>W</div></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> |

1 W W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Island Mountain

({{T}}: Add {{U}} or {{R}}.)  
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

## Land -- Island Mountain

(**{T}**): Add **{U}** or **{R}**.)  
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.)

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① R

Choose one --

- \* Abrade deals 3 damage to target creature.
- \* Destroy target artifact.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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Choose one --
* Counter target spell with mana
value 2 or less.
* Counter target red or green spell
with mana value 6 or less.
```

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Choose one --

- \* Destroy target creature with toughness 4 or greater.
- \* Destroy target enchantment.

[sideboard]

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① ② W

Exile target creature or planeswalker that's black or red.  
Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

[sideboard]

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| <b>Elesh Norn, Mother of Machines</b> (4)(W)<br>Legendary Creature -- Phyrexian Praetor<br>Vigilance<br>If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.<br>Permanents entering don't cause abilities of permanents your opponents control to trigger.<br>[sideboard]<br><div>4/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Faerie Mastermind</b> (1)(U)<br>Creature -- Faerie Rogue<br>Flash<br>Flying<br>Whenever an opponent draws their second card each turn, you draw a card.<br>{3}{U}: Each player draws a card.<br>[sideboard]<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                           | <b>Faerie Mastermind</b> (1)(U)<br>Creature -- Faerie Rogue<br>Flash<br>Flying<br>Whenever an opponent draws their second card each turn, you draw a card.<br>{3}{U}: Each player draws a card.<br>[sideboard]<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                           | <b>Ghost Vacuum</b> (1)<br>Artifact<br>{T}: Exile target card from a graveyard.<br>{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.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                     |
| <b>Negate</b> (1)(U)<br>Instant<br>Counter target noncreature spell.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                     | <b>Overlord of the Mistmoors</b> (5)(W)(W)<br>Enchantment Creature -- Avatar Horror<br>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.<br>[sideboard]<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Overlord of the Mistmoors</b> (5)(W)(W)<br>Enchantment Creature -- Avatar Horror<br>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.<br>[sideboard]<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Overlord of the Mistmoors</b> (5)(W)(W)<br>Enchantment Creature -- Avatar Horror<br>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.<br>[sideboard]<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div><div><div>Tishana's Tidebinder (2)(U)</div><div>Creature -- Merfolk Wizard</div><div>Flash<br/>When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)</div><div>[sideboard]</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div></div> | <div><div><div>Tishana's Tidebinder (2)(U)</div><div>Creature -- Merfolk Wizard</div><div>Flash<br/>When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)</div><div>[sideboard]</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div></div> | <div><div><div>Tishana's Tidebinder (2)(U)</div><div>Creature -- Merfolk Wizard</div><div>Flash<br/>When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)</div><div>[sideboard]</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div></div> |  |
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