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| <p><b>Beza, the Bounding Spring</b> (2)(W)(W)</p> <p>Legendary Creature -- Elemental Elk</p> <p>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.</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Beza, the Bounding Spring</b> (2)(W)(W)</p> <p>Legendary Creature -- Elemental Elk</p> <p>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.</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Beza, the Bounding Spring</b> (2)(W)(W)</p> <p>Legendary Creature -- Elemental Elk</p> <p>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.</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Beza, the Bounding Spring</b> (2)(W)(W)</p> <p>Legendary Creature -- Elemental Elk</p> <p>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.</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Change the Equation</b> (1)(U)</p> <p>Instant</p> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Counter target spell with mana value 2 or less.</li> <li>* Counter target red or green spell with mana value 6 or less.</li> </ul> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                           | <p><b>Cori Mountain Monastery</b></p> <p>Land</p> <p>This land enters tapped unless you control a Plains or an Island.</p> <p>{T}: Add {R}.</p> <p>{3}{R}, {T}: Exile the top card of your library. Until the end of your next turn, you may play that card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                   | <p><b>Dispelling Exhale</b> (1)(U)</p> <p>Instant</p> <p>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.)</p> <p>Counter target spell unless its controller pays {2}. If a Dragon was beheld, counter that spell unless its controller pays {4} instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                       | <p><b>Dispelling Exhale</b> (1)(U)</p> <p>Instant</p> <p>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.)</p> <p>Counter target spell unless its controller pays {2}. If a Dragon was beheld, counter that spell unless its controller pays {4} instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                       |

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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>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>                                                                                                        | <div><div>Get Lost</div><div>Instant</div><div>1W<br/>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> |

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| <div><div>Get Lost</div><div><div>1</div><div>W</div></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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Get Lost</div><div><div>1</div><div>W</div></div></div> <div><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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Get Lost</div><div><div>1</div><div>W</div></div></div> <div><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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Island</div></div> <div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                  |
| <div><div>Island</div></div> <div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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>6/7</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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<br/>When this creature enters, return up to two other target nonland permanents to their owners' hands.</div></div><div><div>6/7</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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<br/>When this creature enters, return up to two other target nonland permanents to their owners' hands.</div></div><div><div>6/7</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Meticulous Archive</div></div><div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)<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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Meticulous Archive</div></div><div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)<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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                        | <div><div><div>Meticulous Archive</div></div><div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)<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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                | <div><div><div>Meticulous Archive</div></div><div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)<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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                | <div><div><div>Plains</div></div><div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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>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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev</div></div> | <div><div>Roaring Furnace</div><div>Enchantment -- Room</div><div>When you unlock this door, this Room deals damage equal to the number of cards in your hand to target creature an opponent controls.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>-----<br/>- - - RIGHT HALF - - -</div><div><div>Steaming Sauna</div><div>Enchantment -- Room</div><div>You have no maximum hand size.<br/>At the beginning of your end step, draw a card.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Shiko, Paragon of the Way</div><div>Legendary Creature -- Spirit Dragon</div><div>Flying, vigilance<br/>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>                                                                                                   | <div><div>Shiko, Paragon of the Way</div><div>Legendary Creature -- Spirit Dragon</div><div>Flying, vigilance<br/>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> |

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| <div>Shiko, Paragon of the Way (2)(U)(R)(W)</div> <div>Legendary Creature -- Spirit Dragon</div> <div>Flying, vigilance<br/>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 (2)(U)(R)(W)</div> <div>Legendary Creature -- Spirit Dragon</div> <div>Flying, vigilance<br/>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>Split Up(1)(W)(W)</div> <div>Sorcery</div> <div>Choose one --<br/>* Destroy all tapped creatures.<br/>* Destroy all untapped creatures.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                          | <div>Stock Up(2)(U)</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>Stock Up(2)(U)</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>Stock Up(2)(U)</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>Stock Up(2)(U)</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>Sunbellow Verge</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>                                                  |

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| <div>Sunbillow Verge</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>Sunbillow Verge</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>Sunbillow Verge</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>Temporary Lockdown①④④</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 Lockdown①④④</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 Lockdown①④④</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 Lockdown①④④</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>Three Steps Ahead④</div> <div>Instant</div> <div>Spree (Choose one or more additional costs.)<br/>+ {1}{U} -- Counter target spell.<br/>+ {3} -- Create a token that's a copy of target artifact or creature you control.<br/>+ {2} -- Draw two cards, then discard a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div>Three Steps Ahead</div> <div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1}{U} -- Counter target spell.</p> <p>+ {3} -- Create a token that's a copy of target artifact or creature you control.</p> <p>+ {2} -- Draw two cards, then discard a card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Thundering Falls</div> </div> <div>Land -- Island Mountain</div> <div> <p>{T}: Add {U} or {R}.</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Thundering Falls</div> </div> <div>Land -- Island Mountain</div> <div> <p>{T}: Add {U} or {R}.</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                          | <div> <div>Thundering Falls</div> </div> <div>Land -- Island Mountain</div> <div> <p>{T}: Add {U} or {R}.</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                          |
| <div> <div>Authority of the Consuls</div> <div> <div>W</div> </div> </div> <div>Enchantment</div> <div> <p>Creatures your opponents control enter tapped.</p> <p>Whenever a creature an opponent controls enters, you gain 1 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                               | <div> <div>Authority of the Consuls</div> <div> <div>W</div> </div> </div> <div>Enchantment</div> <div> <p>Creatures your opponents control enter tapped.</p> <p>Whenever a creature an opponent controls enters, you gain 1 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>          | <div> <div>Curator of Destinies</div> <div> <div>4</div> <div>U</div> <div>U</div> </div> </div> <div>Creature -- Sphinx</div> <div> <p>This spell can't be countered.</p> <p>Flying</p> <p>When this creature enters, look at the top five cards of your library and separate them into a face-down pile and a face-up pile. An opponent chooses one of those piles. Put that pile into your hand and the other into your graveyard.</p> <p>[sideboard]</p> <div>5/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Curator of Destinies</div> <div> <div>4</div> <div>U</div> <div>U</div> </div> </div> <div>Creature -- Sphinx</div> <div> <p>This spell can't be countered.</p> <p>Flying</p> <p>When this creature enters, look at the top five cards of your library and separate them into a face-down pile and a face-up pile. An opponent chooses one of those piles. Put that pile into your hand and the other into your graveyard.</p> <p>[sideboard]</p> <div>5/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

① ② W

Choose one --

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Choose one --

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

[sideboard]

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②③

Flash

```
When this creature enters, choose
one --
* Put a +1/+1 counter on this
creature for each creature that left
the battlefield under your control
this turn.
* You gain 2 life and scry 2.
* Exile target player's graveyard.
```

[sidebar]

3/1

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②②

Flash

```
When this creature enters, choose
one --
* Put a +1/+1 counter on this
creature for each creature that left
the battlefield under your control
this turn.
* You gain 2 life and scry 2.
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```

[sidebar]

3/1

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② ② W

Flash

When this creature enters, choose one --

- \* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.
- \* You gain 2 life and scry 2.
- \* Exile target player's graveyard.

[sideboard]

3/1

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②③

Flash

When this creature enters, choose one --

- \* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.
- \* You gain 2 life and scry 2.
- \* Exile target player's graveyard.

[sideboard]

**3/1**

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## ① ② U

Counter target noncreature spell.

[sidebar]

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① ②

Counter target noncreature spell.

[sideboard]

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|                                                                                                                                                                                                                                                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |  |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|
| <div> <div>Pyroclasm</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Sorcery</div> <div>Pyroclasm deals 2 damage to each creature.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Tishana's Tidebinder</div> <div> <div>2</div> <div>U</div> </div> </div> <div>Creature -- Merfolk Wizard</div> <div>Flash</div> <div>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> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Tishana's Tidebinder</div> <div> <div>2</div> <div>U</div> </div> </div> <div>Creature -- Merfolk Wizard</div> <div>Flash</div> <div>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> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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