

B G

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Destroy target nonland permanent
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2G

Whenever you cast a spell that's one or more colors, you may gain 1 life for each of that spell's colors. Do this only once each turn.

{T}: Add one mana of any color.

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Land - - Swamp Mountain

($\{T\}$: Add $\{B\}$ or $\{R\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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3 G U

Converge -- Search your library for a creature, instant, or sorcery card with mana value less than or equal to the number of colors of mana spent to cast this spell, exile that card, then shuffle. You may cast that card without paying its mana cost.

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Converge -- Search your library for a creature, instant, or sorcery card with mana value less than or equal to the number of colors of mana spent to cast this spell, exile that card, then shuffle. You may cast that card without paying its mana cost.

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Deafening Clarion ①②③④⑤⑥⑦⑧⑨⑩⑪⑫⑬⑭⑮⑯⑰⑱⑲⑳㉑㉒㉓㉔㉕㉖㉗㉘㉙㉚㉛㉜㉝㉞㉟㊱㊲㊳㊴㊵㊶㊷㊸㊹㊺㊻㊼㊽㊾㊿㏀㏁㏂㏃㏄㏅㏆㏇㏈㏉㏊㏋㏌㏍㏎㏏㏐㏑㏒㏓㏔㏕㏖㏗㏘㏙㏚㏛㏜㏝㏞㏟㏠㏡㏢㏣㏤㏥㏦㏧㏨㏩㏪㏫㏬㏭㏮㏯㏰㏱㏲㏳㏴㏵㏶㏷㏸㏹㏺㏻㏼㏽㏾㏿㐀㐁㐂㐃㐄㐅㐆㐇㐈㐉㐊㐋㐌㐍㐎㐏㐐㐑㐒㐓㐔㐕㐖㐗㐘㐙㐚㐛㐜㐝㐞㐟㐠㐡㐢㐣㐤㐥㐦㐧㐨㐩㐪㐫㐬㐭㐮㐯㐰㐱㐲㐳㐴㐵㐶㐷㐸㐹㐺㐻㐼㐽㐾㐿㑀㑁㑂㑃㑄㑅㑆㑇㑈㑉㑊㑋㑌㑍㑎㑏㑐㑑㑒㑓㑔㑕㑖㑗㑘㑙㑚㑛㑜㑝㑞㑟㑠㑡㑢㑣㑤㑥㑦㑧㑨㑩㑪㑫㑬㑭㑮㑯㑰㑱㑲㑳㑴㑵㑶㑷㑸㑹㑺㑻㑼㑽㑾㑿㒀㒁㒂㒃㒄㒅㒆㒇㒈㒉㒊㒋㒌㒍㒎㒏㒐㒑㒒㒓㒔㒕㒖㒗㒘㒙㒚㒛㒜㒝㒞㒟㒠㒡㒢㒣㒤㒥㒦㒧㒨㒩㒪㒫㒬㒭㒮㒯㒰㒱㒲㒳㒴㒵㒶㒷㒸㒹㒺㒻㒼㒽㒾㒿㓀㓁㓂㓃㓄㓅㓆㓇㓈㓉㓊㓋㓌㓍㓎㓏㓐㓑㓒㓓㓔㓕㓖㓗㓘㓙㓚㓛㓜㓝㓞㓟㓠㓡㓢㓣㓤㓥㓦㓧㓨㓩㓪㓫㓬㓭㓮㓯㓰㓱㓲㓳㓴㓵㓶㓷㓸㓹㓺㓻㓼㓽㓾㓿㔀㔁㔂㔃㔄㔅㔆㔇㔈㔉㔊㔋㔌㔍㔎㔏㔐㔑㔒㔓㔔㔕㔖㔗㔘㔙㔚㔛㔜㔝㔞㔟㔠㔡㔢㔣㔤㔥㔦㔧㔨㔩㔪㔫㔬㔭㔮㔯㔰㔱㔲㔳㔴㔵㔶㔷㔸㔹㔺㔻㔼㔽㔾㔿㕀㕁㕂㕃㕄㕅㕆㕇㕈㕉㕊㕋㕌㕍㕎㕏㕐㕑㕒㕓㕔㕕㕖㕗㕘㕙㕚㕛㕜㕝㕞㕟㕠㕡㕢㕣㕤㕥㕦㕧㕨㕩㕪㕫㕬㕭㕮㕯㕰㕱㕲㕳㕴㕵㕶㕷㕸㕹㕺㕻㕼㕽㕾㕿㖀㖁㖂㖃㖄㖅㖆㖇㖈㖉㖊㖋㖌㖍㖎㖏㖐㖑㖒㖓㖔㖕㖖㖗㖘㖙㖚㖛㖜㖝㖞㖟㖠㖡㖢㖣㖤㖥㖦㖧㖨㖩㖪㖫㖬㖭㖮㖯㖰㖱㖲㖳㖴㖵㖶㖷㖸㖹㖺㖻㖼㖽㖾㖿㗀㗁㗂㗃㗄㗅㗆㗇㗈㗉㗊㗋㗌㗍㗎㗏㗐㗑㗒㗓㗔㗕㗖㗗㗘㗙㗚㗛㗜㗝㗞㗟㗠㗡㗢㗣㗤㗥㗦㗧㗨㗩㗪㗫㗬㗭㗮㗯㗰㗱㗲㗳㗴㗵㗶㗷㗸㗹㗺㗻㗼㗽㗾㗿㘀㘁㘂㘃㘄㘅㘆㘇㘈㘉㘊㘋㘌㘍㘎㘏㘐㘑㘒㘓㘔㘕㘖㘗㘘㘙㘚㘛㘜㘝㘞㘟㘠㘡㘢㘣㘤㘥㘦㘧㘨㘩㘪㘫㘬㘭㘮㘯㘰㘱㘲㘳㘴㘵㘶㘷㘸㘹㘺㘻㘼㘽㘾㘿㙀㙁㙂㙃㙄㙅㙆㙇㙈㙉㙊㙋㙌㙍㙎㙏㙐㙑㙒㙓㙔㙕㙖㙗㙘㙙㙚㙛㙜㙝㙞㙟㙠㙡㙢㙣㙤㙥㙦㙧㙨㙩㙪㙫㙬㙭㙮㙯㙰㙱㙲㙳㙴㙵㙶㙷㙸㙹㙺㙻㙼㙽㙾㙿㚀㚁㚂㚃㚄㚅㚆㚇㚈㚉㚊㚋㚌㚍㚎㚏㚐㚑㚒㚓㚔㚕㚖㚗㚘㚙㚚㚛㚜㚝㚞㚟㚠㚡㚢㚣㚤㚥㚦㚧㚨㚩㚪㚫㚬㚭㚮㚯㚰㚱㚲㚳㚴㚵㚶㚷㚸㚹㚺㚻㚼㚽㚾㚿㜀㜁㜂㜃㜄㜅㜆㜇㜈㜉㜊㜋㜌㜍㜎㜏㜐㜑㜒㜓㜔㜕㜖㜗㜘㜙㜚㜛㜜㜝㜞㜟㜠㜡㜢㜣㜤㜥㜦㜧㜨㜩㜪㜫㜬㜭㜮㜯㜰㜱㜲㜳㜴㜵㜶㜷㜸㜹㜺㜻㜼㜽㜾㜿㝀㝁㝂㝃㝄㝅㝆㝇㝈㝉㝊㝋㝌㝍㝎㝏㝐㝑㝒㝓㝔㝕㝖㝗㝘㝙㝚㝛㝜㝝㝞㝟㝠㝡㝢㝣㝤㝥㝦㝧㝨㝩㝪㝫㝬㝭㝮㝯㝰㝱㝲㝳㝴㝵㝶㝷㝸㝹㝺㝻㝼㝽㝾㝿㞀㞁㞂㞃㞄㞅㞆㞇㞈㞉㞊㞋㞌㞍㞎㞏㞐㞑㞒㞓㞔㞕㞖㞗㞘㞙㞚㞛㞜㞝㞞㞟㞠㞡㞢㞣㞤㞥㞦㞧㞨㞩㞪㞫㞬㞭㞮㞯㞰㞱㞲㞳㞴㞵㞶㞷㞸㞹㞺㞻㞼㞽㞾㞿㟀㟁㟂㟃㟄㟅㟆㟇㟈㟉㟊㟋㟌㟍㟎㟏㟐㟑㟒㟓㟔㟕㟖㟗㟘㟙㟚㟛㟜㟝㟞㟟㟠㟡㟢㟣㟤㟥㟦㟧㟨㟩㟪㟫㟬㟭㟮㟯㟰㟱㟲㟳㟴㟵㟶㟷㟸㟹㟺㟻㟼㟽㟾㟿㠀㠁㠂㠃㠄㠅㠆㠇㠈㠉㠊㠋㠌㠍㠎㠏㠐㠑㠒㠓㠔㠕㠖㠗㠘㠙㠚㠛㠜㠝㠞㠟㠠㠡㠢㠣㠤㠥㠦㠧㠨㠩㠪㠫㠬㠭㠮㠯㠰㠱㠲㠳㠴㠵㠶㠷㠸㠹㠺㠻㠼㠽㠾㠿㡀㡁㡂㡃㡄㡅㡆㡇㡈㡉㡊㡋㡌㡍㡎㡏㡐㡑㡒㡓㡔㡕㡖㡗㡘㡙㡚㡛㡜㡝㡞㡟㡠㡡㡢㡣㡤㡥㡦㡧㡨㡩㡪㡫㡬㡭㡮㡯㡰㡱㡲㡳㡴㡵㡶㡷㡸㡹㡺㡻㡼㡽㡾㡿㢀㢁㢂㢃㢄㢅㢆㢇㢈㢉㢊㢋㢌㢍㢎㢏㢐㢑㢒㢓㢔㢕㢖㢗㢘㢙㢚㢛㢜㢝㢞㢟㢠㢡㢢㢣㢤㢥㢦㢧㢨㢩㢪㢫㢬㢭㢮㢯㢰㢱㢲㢳㢴㢵㢶㢷㢸㢹㢺㢻㢼㢽㢾㢿㣀㣁㣂㣃㣄㣅㣆㣇㣈㣉㣊㣋㣌㣍㣎㣏㣐㣑㣒㣓㣔㣕㣖㣗㣘㣙㣚㣛㣜㣝㣞㣟㣠㣡㣢㣣㣤㣥㣦㣧㣨㣩㣪㣫㣬㣭㣮㣯㣰㣱㣲㣳㣴㣵㣶㣷㣸㣹㣺㣻㣼㣽㣾㣿㤀㤁㤂㤃㤄㤅㤆㤇㤈㤉㤊㤋㤌㤍㤎㤏㤐㤑㤒㤓㤔㤕㤖㤗㤘㤙㤚㤛㤜㤝㤞㤟㤠㤡㤢㤣㤤㤥㤦㤧㤨㤩㤪㤫㤬㤭㤮㤯㤰㤱㤲㤳㤴㤵㤶㤷㤸㤹㤺㤻㤼㤽㤾㤿㥀㥁㥂㥃㥄㥅㥆㥇㥈㥉㥊㥋㥌㥍㥎㥏㥐㥑㥒㥓㥔㥕㥖㥗㥘㥙㥚㥛㥜㥝㥞㥟㥠㥡㥢㥣㥤㥥㥦㥧㥨㥩㥪㥫㥬㥭㥮㥯㥰㥱㥲㥳㥴㥵㥶㥷㥸㥹㥺㥻㥼㥽㥾㥿㦀㦁㦂㦃㦄㦅㦆㦇㦈㦉㦊㦋㦌㦍㦎㦏㦐㦑㦒㦓㦔㦕㦖㦗㦘㦙㦚㦛㦜㦝㦞㦟㦠㦡㦢㦣㦤㦥㦦㦧㦨㦩㦪㦫㦬㦭㦮㦯㦰㦱㦲㦳㦴㦵㦶㦷㦸㦹㦺㦻㦼㦽㦾㦿㧀㧁㧂㧃㧄㧅㧆㧇㧈㧉㧊㧋㧌㧍㧎㧏㧐㧑㧒㧓㧔㧕㧖㧗㧘㧙㧚㧛㧜㧝㧞㧟㧠㧡㧢㧣㧤㧥㧦㧧㧨㧩㧪㧫㧬㧭㧮㧯㧰㧱㧲㧳㧴㧵㧶㧷㧸㧹㧺㧻㧼㧽㧾㧿㨀㨁㨂㨃㨄㨅㨆㨇㨈㨉㨊㨋㨌㨍㨎㨏㨐㨑㨒㨓㨔㨕㨖㨗㨘㨙㨚㨛㨜㨝㨞㨟㨠㨡㨢㨣㨤㨥㨦㨧㨨㨩㨪㨫㨬㨭㨮㨯㨰㨱㨲㨳㨴㨵㨶㨷㨸㨹㨺㨻㨼㨽㨾㨿㩀㩁㩂㩃㩄㩅㩆㩇㩈㩉㩊㩋㩌㩍㩎㩏㩐㩑㩒㩓㩔㩕㩖㩗㩘㩙㩚㩛㩜㩝㩞㩟㩠㩡㩢㩣㩤㩥㩦㩧㩨㩩㩪㩫㩬㩭㩮㩯㩰㩱㩲㩳㩴㩵㩶㩷㩸㩹㩺㩻㩼㩽㩾㩿㪀㪁㪂㪃㪄㪅㪆㪇㪈㪉㪊㪋㪌㪍㪎㪏㪐㪑㪒㪓㪔㪕㪖㪗㪘㪙㪚㪛㪜㪝㪞㪟㪠㪡㪢㪣㪤㪥㪦㪧㪨㪩㪪㪫㪬㪭㪮㪯㪰㪱㪲㪳㪴㪵㪶㪷㪸㪹㪺㪻㪼㪽㪾㪿㫀㫁㫂㫃㫄㫅㫆㫇㫈㫉㫊㫋㫌㫍㫎㫏㫐㫑㫒㫓㫔㫕㫖㫗㫘㫙㫚㫛㫜㫝㫞㫟㫠㫡㫢㫣㫤㫥㫦㫧㫨㫩㫪㫫㫬㫭㫮㫯㫰㫱㫲㫳㫴㫵㫶㫷㫸㫹㫺㫻㫼㫽㫾㫿㬀㬁㬂㬃㬄㬅㬆㬇㬈㬉㬊㬋㬌㬍㬎㬏㬐㬑㬒㬓㬔㬕㬖㬗㬘㬙㬚㬛㬜㬝㬞㬟㬠㬡㬢㬣㬤㬥㬦㬧㬨㬩㬪㬫㬬㬭㬮㬯㬰㬱㬲㬳㬴㬵㬶㬷㬸㬹㬺㬻㬼㬽㬾㬿㭀㭁㭂㭃㭄㭅㭆㭇㭈㭉㭊㭋㭌㭍㭎㭏㭐㭑㭒㭓㭔㭕㭖㭗㭘㭙㭚㭛㭜㭝㭞㭟㭠㭡㭢㭣㭤㭥㭦㭧㭨㭩㭪㭫㭬㭭㭮㭯㭰㭱㭲㭳㭴㭵㭶㭷㭸㭹㭺㭻㭼㭽㭾㭿㮀㮁㮂㮃㮄㮅㮆㮇㮈㮉㮊㮋㮌㮍㮎㮏㮐㮑㮒㮓㮔㮕㮖㮗㮘㮙㮚㮛㮜㮝㮞㮟㮠㮡㮢㮣㮤㮥㮦㮧㮨㮩㮪㮫㮬㮭㮮㮯㮰㮱㮲㮳㮴㮵㮶㮷㮸㮹㮺㮻㮼㮽㮾㮿㯀㯁㯂㯃㯄㯅㯆㯇㯈㯉㯊㯋㯌㯍㯎㯏㯐㯑㯒㯓㯔㯕㯖㯗㯘㯙㯚㯛㯜㯝㯞㯟㯠㯡㯢㯣㯤㯥㯦㯧㯨㯩㯪㯫㯬㯭㯮㯯㯰㯱㯲㯳㯴㯵㯶㯷㯸㯹㯺㯻㯼㯽㯾㯿㰀㰁㰂㰃㰄㰅㰆㰇㰈㰉㰊㰋㰌㰍㰎㰏㰐㰑㰒㰓㰔㰕㰖㰗㰘㰙㰚㰛㰜㰝㰞㰟㰠㰡㰢㰣㰤㰥㰦㰧㰨㰩㰪㰫㰬㰭㰮㰯㰰㰱㰲㰳㰴㰵㰶㰷㰸㰹㰺㰻㰼㰽㰾㰿㱀㱁㱂㱃㱄㱅㱆㱇㱈㱉㱊㱋㱌㱍㱎㱏㱐㱑㱒㱓㱔㱕㱖㱗㱘㱙㱚㱛㱜㱝㱞㱟㱠㱡㱢㱣㱤㱥㱦㱧㱨㱩㱪㱫㱬㱭㱮㱯㱰㱱㱲㱳㱴㱵㱶㱷㱸㱹㱺㱻㱼㱽㱾㱿㲀㲁㲂㲃㲄㲅㲆㲇㲈㲉㲊㲋㲌㲍㲎㲏㲐㲑㲒㲓㲔㲕㲖㲗㲘㲙㲚㲛㲜㲝㲞㲟㲠㲡㲢㲣㲤㲥㲦㲧㲨㲩㲪㲫㲬㲭㲮㲯㲰㲱㲲㲳㲴㲵㲶㲷㲸㲹㲺㲻㲼㲽㲾㲿㳀㳁㳂㳃㳄㳅㳆㳇㳈㳉㳊㳋㳌㳍㳎㳏㳐㳑㳒㳓㳔㳕㳖㳗㳘㳙㳚㳛㳜㳝㳞㳟㳠㳡㳢㳣㳤㳥㳦㳧㳨㳩㳪㳫㳬㳭㳮㳯㳰㳱㳲㳳㳴㳵㳶㳷㳸㳹㳺㳻㳼㳽㳾㳿㴀㴁㴂㴃㴄㴅㴆㴇㴈㴉㴊㴋㴌㴍㴎㴏㴐㴑㴒㴓㴔㴕㴖㴗㴘㴙㴚㴛㴜㴝㴞㴟㴠㴡㴢㴣㴤㴥㴦㴧㴨㴩㴪㴫㴬㴭㴮㴯㴰㴱㴲㴳㴴㴵㴶㴷㴸㴹㴺㴻㴼㴽㴾㴿㵀㵁㵂㵃㵄㵅㵆㵇㵈㵉㵊㵋㵌㵍㵎㵏㵐㵑㵒㵓㵔㵕㵖㵗㵘㵙㵚㵛㵜㵝㵞㵟㵠㵡㵢㵣㵤㵥㵦㵧㵨㵩㵪㵫㵬㵭㵮㵯㵰㵱㵲㵳㵴㵵㵶㵷㵸㵹㵺㵻㵼㵽㵾㵿㶀㶁㶂㶃㶄㶅㶆㶇㶈㶉㶊㶋㶌㶍㶎㶏㶐㶑㶒㶓㶔㶕㶖㶗㶘㶙㶚㶛㶜㶝㶞㶟㶠㶡㶢㶣㶤㶥㶦㶧㶨㶩㶪㶫㶬㶭㶮㶯㶰㶱㶲㶳㶴㶵㶶㶷㶸㶹㶺㶻㶼㶽㶾㶿㷀㷁㷂㷃㷄㷅㷆㷇㷈㷉㷊㷋㷌㷍㷎㷏㷐㷑㷒㷓㷔㷕㷖㷗㷘㷙㷚㷛㷜㷝㷞㷟㷠㷡㷢㷣㷤㷥㷦㷧㷨㷩㷪㷫㷬㷭㷮㷯㷰㷱㷲㷳㷴㷵㷶㷷㷸㷹㷺㷻㷼㷽㷾㷿㸀㸁㸂㸃㸄㸅㸆㸇㸈㸉㸊㸋㸌㸍㸎㸏㸐㸑㸒㸓㸔㸕㸖㸗㸘㸙㸚㸛㸜㸝㸞㸟㸠㸡㸢㸣㸤㸥㸦㸧㸨㸩㸪㸫㸬㸭㸮㸯㸰㸱㸲㸳㸴㸵㸶㸷㸸㸹㸺㸻㸼㸽㸾㸿㹀㹁㹂㹃㹄㹅㹆㹇㹈㹉㹊㹋㹌㹍㹎㹏㹐㹑㹒㹓㹔㹕㹖㹗㹘㹙㹚㹛㹜㹝㹞㹟㹠㹡㹢㹣㹤㹥㹦㹧㹨㹩㹪㹫㹬㹭㹮㹯㹰㹱㹲㹳㹴㹵㹶㹷㹸㹹㹺㹻㹼㹽㹾㹿㺀㺁㺂㺃㺄㺅㺆㺇㺈㺉㺊㺋㺌㺍㺎㺏㺐㺑㺒㺓㺔㺕㺖㺗㺘㺙㺚㺛㺜㺝㺞㺟㺠㺡㺢㺣㺤㺥㺦㺧㺨㺩㺪㺫㺬㺭㺮㺯㺰㺱㺲㺳㺴㺵㺶㺷㺸㺹㺺㺻㺼㺽㺾㺿㻀㻁㻂㻃㻄㻅㻆㻇㻈㻉㻊㻋㻌㻍㻎㻏㻐㻑㻒㻓㻔㻕㻖㻗㻘㻙㻚㻛㻜㻝㻞㻟㻠㻡㻢㻣㻤㻥㻦㻧㻨㻩㻪㻫㻬㻭㻮㻯㻰㻱㻲㻳㻴㻵㻶㻷㻸㻹㻺㻻㻼㻽㻾㻿㼀㼁㼂㼃㼄㼅㼆㼇㼈㼉㼊㼋㼌㼍㼎㼏㼐㼑㼒㼓㼔㼕㼖㼗㼘㼙㼚㼛㼜㼝㼞㼟㼠㼡㼢㼣㼤㼥㼦㼧㼨㼩㼪㼫㼬㼭㼮㼯㼰㼱㼲㼳㼴㼵㼶㼷㼸㼹㼺㼻㼼㼽㼾㼿㽀㽁㽂㽃㽄㽅㽆㽇㽈㽉㽊㽋㽌㽍㽎㽏㽐㽑㽒㽓㽔㽕㽖㽗㽘㽙㽚㽛㽜㽝㽞㽟㽠㽡㽢㽣㽤㽥㽦㽧㽨㽩㽪㽫㽬㽭㽮㽯㽰㽱㽲㽳㽴㽵㽶㽷㽸㽹㽺㽻㽼㽽㽾㽿㿀㿁㿂㿃㿄㿅㿆㿇㿈㿉㿊㿋㿌㿍㿎㿏㿐㿑㿒㿓㿔㿕㿖㿗㿘㿙㿚㿛㿜㿝㿞㿟㿠㿡㿢㿣㿤㿥㿦㿧㿨㿩㿪㿫㿬㿭㿮㿯㿰㿱㿲㿳㿴㿵㿶㿷㿸㿹㿺㿻㿼㿽㿾㿿	Dragonskull Summit Land This land enters tapped unless you control a Swamp or a Mountain. {T}: Add {B} or {R}.	Drowned Catacomb Land This land enters tapped unless you control an Island or a Swamp. {T}: Add {U} or {B}.	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.
Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.	Fable of the Mirror-Breaker ②③④⑤⑥⑦⑧⑨⑩⑪⑫⑬⑭⑮⑯⑰⑱⑲⑳㉑㉒㉓㉔㉕㉖㉗㉘㉙㉚㉛㉜㉝㉞㉟㊱㊲㊳㊴㊵㊶㊷㊸㊹㊺㊻㊼㊽㊾㊿㏀㏁㏂㏃㏄㏅㏆㏇㏈㏉㏊㏋㏌㏍㏎㏏㏐㏑㏒㏓㏔㏕㏖㏗㏘㏙㏚㏛㏜㏝㏞㏟㏠㏡㏢㏣㏤㏥㏦㏧㏨㏩㏪㏫㏬㏭㏮㏯㏰㏱㏲㏳㏴㏵㏶㏷㏸㏹㏺㏻㏼㏽㏾㏿㐀㐁㐂㐃㐄㐅㐆㐇㐈㐉㐊㐋㐌㐍㐎㐏㐐㐑㐒㐓㐔㐕㐖㐗㐘㐙㐚㐛㐜㐝㐞㐟㐠㐡㐢㐣㐤㐥㐦㐧㐨㐩㐪㐫㐬㐭㐮㐯㐰㐱㐲㐳㐴㐵㐶㐷㐸㐹㐺㐻㐼㐽㐾㐿㑀㑁㑂㑃㑄㑅㑆㑇㑈㑉㑊㑋㑌㑍㑎㑏㑐㑑㑒㑓㑔㑕㑖㑗㑘㑙㑚㑛㑜㑝㑞㑟㑠㑡㑢㑣㑤㑥㑦㑧㑨㑩㑪㑫㑬㑭㑮㑯㑰㑱㑲㑳㑴㑵㑶㑷㑸㑹㑺㑻㑼㑽㑾㑿㒀㒁㒂㒃㒄㒅㒆㒇㒈㒉㒊㒋㒌㒍㒎㒏㒐㒑㒒㒓㒔㒕㒖㒗㒘㒙㒚㒛㒜㒝㒞㒟㒠㒡㒢㒣㒤㒥㒦㒧㒨㒩㒪㒫㒬㒭㒮㒯㒰㒱㒲㒳㒴㒵㒶㒷㒸㒹㒺㒻㒼㒽㒾㒿㓀㓁㓂㓃㓄㓅㓆㓇㓈㓉㓊㓋㓌㓍㓎㓏㓐㓑㓒㓓㓔㓕㓖㓗㓘㓙㓚㓛㓜㓝㓞㓟㓠㓡㓢㓣㓤㓥㓦㓧㓨㓩㓪㓫㓬㓭㓮㓯㓰㓱㓲㓳㓴㓵㓶㓷㓸㓹㓺㓻㓼㓽㓾㓿㔀㔁㔂㔃㔄㔅㔆㔇㔈㔉㔊㔋㔌㔍㔎㔏㔐㔑㔒㔓㔔㔕㔖㔗㔘㔙㔚㔛㔜㔝㔞㔟㔠㔡㔢㔣㔤㔥㔦㔧㔨㔩㔪㔫㔬㔭㔮㔯㔰㔱㔲㔳㔴㔵㔶㔷㔸㔹㔺㔻㔼㔽㔾㔿㕀㕁㕂㕃㕄㕅㕆㕇㕈㕉㕊㕋㕌㕍㕎㕏㕐㕑㕒㕓㕔㕕㕖㕗㕘㕙㕚㕛㕜㕝㕞㕟㕠㕡㕢㕣㕤㕥㕦㕧㕨㕩㕪㕫㕬㕭㕮㕯㕰㕱㕲㕳㕴㕵㕶㕷㕸㕹㕺㕻㕼㕽㕾㕿㖀㖁㖂㖃㖄㖅㖆㖇㖈㖉㖊㖋㖌㖍㖎㖏㖐㖑㖒㖓㖔㖕㖖㖗㖘㖙㖚㖛㖜㖝㖞㖟㖠㖡㖢㖣㖤㖥㖦㖧㖨㖩㖪㖫㖬㖭㖮㖯㖰㖱㖲㖳㖴㖵㖶㖷㖸㖹㖺㖻㖼㖽㖾㖿㗀㗁㗂㗃㗄㗅㗆㗇㗈㗉㗊㗋㗌㗍㗎㗏㗐㗑㗒㗓㗔㗕㗖㗗㗘㗙㗚㗛㗜㗝㗞㗟㗠㗡㗢㗣㗤㗥㗦㗧㗨㗩㗪㗫㗬㗭㗮㗯㗰㗱㗲㗳㗴㗵㗶㗷㗸㗹㗺㗻㗼㗽㗾㗿㘀㘁㘂㘃㘄㘅㘆㘇㘈㘉㘊㘋㘌㘍㘎㘏㘐㘑㘒㘓㘔㘕㘖㘗㘘㘙㘚㘛㘜㘝㘞㘟㘠㘡㘢㘣㘤㘥㘦㘧㘨㘩㘪㘫㘬㘭㘮㘯㘰㘱㘲㘳㘴㘵㘶㘷㘸㘹㘺㘻㘼㘽㘾㘿㙀㙁㙂㙃㙄㙅㙆㙇㙈㙉㙊㙋㙌㙍㙎㙏㙐㙑㙒㙓㙔㙕㙖㙗㙘㙙㙚㙛㙜㙝㙞㙟㙠㙡㙢㙣㙤㙥㙦㙧㙨㙩㙪㙫㙬㙭㙮㙯㙰㙱㙲㙳㙴㙵㙶㙷㙸㙹㙺㙻㙼㙽㙾㙿㚀㚁㚂㚃㚄㚅㚆㚇㚈㚉㚊㚋㚌㚍㚎㚏㚐㚑㚒㚓㚔㚕㚖㚗㚘㚙㚚㚛㚜㚝㚞㚟㚠㚡㚢㚣㚤㚥㚦㚧㚨㚩㚪㚫㚬㚭㚮㚯㚰㚱㚲㚳㚴㚵㚶㚷㚸㚹㚺㚻㚼㚽㚾㚿㜀㜁㜂㜃㜄㜅㜆㜇㜈㜉㜊㜋㜌㜍㜎㜏㜐㜑㜒㜓㜔㜕㜖㜗㜘㜙㜚㜛㜜㜝㜞㜟㜠㜡㜢㜣㜤㜥㜦㜧㜨㜩㜪㜫㜬㜭㜮㜯㜰㜱㜲㜳㜴㜵㜶㜷㜸㜹㜺㜻㜼㜽㜾㜿㝀㝁㝂㝃㝄㝅㝆㝇㝈㝉㝊㝋㝌㝍㝎㝏㝐㝑㝒㝓㝔㝕㝖㝗㝘㝙㝚㝛㝜㝝㝞㝟㝠㝡㝢㝣㝤㝥㝦㝧㝨㝩㝪㝫㝬㝭㝮㝯㝰㝱㝲㝳㝴㝵㝶㝷㝸㝹㝺㝻㝼㝽㝾㝿

Fable of the Mirror-Breaker 2R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Reflection of Kiki-Jiki Enchantment Creature -- Goblin Shaman {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fable of the Mirror-Breaker 2R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Reflection of Kiki-Jiki Enchantment Creature -- Goblin Shaman {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fable of the Mirror-Breaker 2R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Reflection of Kiki-Jiki Enchantment Creature -- Goblin Shaman {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}.
Glacial Fortress Land This land enters tapped unless you control a Plains or an Island. {T}: Add {W} or {U}.	Godless Shrine Land -- Plains Swamp {T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.	Hallowed Fountain Land -- Plains Island {T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.	Hinterland Harbor Land This land enters tapped unless you control a Forest or an Island. {T}: Add {G} or {U}.
PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Indatha Triome Land -- Plains Swamp Forest ({T}: Add {W}, {B}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Indatha Triome Land -- Plains Swamp Forest ({T}: Add {W}, {B}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Indatha Triome Land -- Plains Swamp Forest ({T}: Add {W}, {B}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Jetmir's Garden Land -- Mountain Forest Plains ({T}: Add {R}, {G}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jetmir's Garden Land -- Mountain Forest Plains ({T}: Add {R}, {G}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ketria Triome Land -- Forest Island Mountain ({T}: Add {G}, {U}, or {R}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ketria Triome Land -- Forest Island Mountain ({T}: Add {G}, {U}, or {R}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Klothys, God of Destiny (1)(R)(G) Legendary Enchantment Creature -- God Indestructible As long as your devotion to red and green is less than seven, Klothys isn't a creature. At the beginning of your first main phase, exile target card from a graveyard. If it was a land card, add {R} or {G}. Otherwise, you gain 2 life and Klothys deals 2 damage to each opponent. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kolaghan's Command (1)(B)(R) Instant Choose two -- * Return target creature card from your graveyard to your hand. * Target player discards a card. * Destroy target artifact. * Kolaghan's Command deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline Binding (5)(W) Enchantment Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline Binding (5)(W) Enchantment Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Leyline Binding (5)(W) Enchantment Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline Binding (5)(W) Enchantment Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Helix (R)(W) Instant Lightning Helix deals 3 damage to any target and you gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Helix (R)(W) Instant Lightning Helix deals 3 damage to any target and you gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Helix (R)(W) Instant Lightning Helix deals 3 damage to any target and you gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Niv-Mizzet Reborn (W)(U)(B)(R)(G) Legendary Creature -- Dragon Avatar Flying When Niv-Mizzet enters, reveal the top ten cards of your library. For each color pair, choose a card that's exactly those colors from among them. Put the chosen cards into your hand and the rest on the bottom of your library in a random order. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Niv-Mizzet Reborn (W)(U)(B)(R)(G) Legendary Creature -- Dragon Avatar Flying When Niv-Mizzet enters, reveal the top ten cards of your library. For each color pair, choose a card that's exactly those colors from among them. Put the chosen cards into your hand and the rest on the bottom of your library in a random order. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Niv-Mizzet, Supreme (W)(U)(B)(R)(G) Legendary Creature -- Dragon Avatar Flying, hexproof from monocolored Each instant and sorcery card in your graveyard that's exactly two colors has jump-start. (You may cast that card from your graveyard by discarding a card in addition to paying its other costs. Then exile it.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Omnath, Locus of Creation (R)(G)(W)(U) Legendary Creature -- Elemental When Omnath enters, draw a card. Landfall -- Whenever a land you control enters, you gain 4 life if this is the first time this ability has resolved this turn. If it's the second time, add {R}{G}{W}{U}. If it's the third time, Omnath deals 4 damage to each opponent and each planeswalker you don't control. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Omnath, Locus of Creation (R)(G)(W)(U) Legendary Creature -- Elemental When Omnath enters, draw a card. Landfall -- Whenever a land you control enters, you gain 4 life if this is the first time this ability has resolved this turn. If it's the second time, add {R}{G}{W}{U}. If it's the third time, Omnath deals 4 damage to each opponent and each planeswalker you don't control. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Omnath, Locus of Creation R G W U Legendary Creature -- Elemental When Omnath enters, draw a card. Landfall -- Whenever a land you control enters, you gain 4 life if this is the first time this ability has resolved this turn. If it's the second time, add {R}{G}{W}{U}. If it's the third time, Omnath deals 4 damage to each opponent and each planeswalker you don't control. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pillage the Bog B G Sorcery Look at the top X cards of your library, where X is twice the number of lands you control. Put one of them into your hand and the rest on the bottom of your library in a random order. Plot {1}{B}{G} (You may pay {1}{B}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pillage the Bog B G Sorcery Look at the top X cards of your library, where X is twice the number of lands you control. Put one of them into your hand and the rest on the bottom of your library in a random order. Plot {1}{B}{G} (You may pay {1}{B}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Raffine's Tower Land -- Plains Island Swamp ({T}: Add {W}, {U}, or {B}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Raugrin Triome Land -- Island Mountain Plains ({T}: Add {U}, {R}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rootbound Crag Land This land enters tapped unless you control a Mountain or a Forest. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Savai Triome Land -- Mountain Plains Swamp ({T}: Add {R}, {W}, or {B}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spara's Headquarters Land -- Forest Plains Island ({T}: Add {G}, {W}, or {U}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steam Vents Land -- Island Mountain ({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sulfur Falls Land This land enters tapped unless you control an Island or a Mountain. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunfall Sorcery Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sunpetal Grove Land This land enters tapped unless you control a Forest or a Plains. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Caryatid Creature -- Plant Defender, hexproof {T}: Add one mana of any color. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Caryatid Creature -- Plant Defender, hexproof {T}: Add one mana of any color. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sylvan Caryatid 16 Creature -- Plant Defender, hexproof {T}: Add one mana of any color. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Caryatid 16 Creature -- Plant Defender, hexproof {T}: Add one mana of any color. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple Garden Land -- Forest Plains {T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Up the Beanstalk 16 Enchantment When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Up the Beanstalk 16 Enchantment When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Up the Beanstalk 16 Enchantment When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Up the Beanstalk 16 Enchantment When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Valki, God of Lies 1 B Legendary Creature -- God When Valki enters, each opponent reveals their hand. For each opponent, exile a creature card they revealed this way until Valki leaves the battlefield. {X}: Choose a creature card exiled with Valki with mana value X. Valki becomes a copy of that card. 2/1 BACK FACE Tibalt, Cosmic Impostor 5 B R Legendary Planeswalker -- Tibalt As Tibalt enters, you get an emblem with "You may play cards exiled with Tibalt, Cosmic Impostor, and you may spend mana as though it were mana of any color to cast those spells." [+2]: Exile the top card of each player's library. [-3]: Exile target artifact or creature. [-8]: Exile all graveyards. Add {R}{R}{R}. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vanishing Verse W B Instant Exile target monocolored permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vanishing Verse W B Instant Exile target monocolored permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vanishing Verse W B Instant Exile target monocolored permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Vanishing Verse W B Instant Exile target monocolored permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Watery Grave Land -- Island Swamp {T}: Add {U} or {B}. As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yasharn, Implacable Earth 2 G W Legendary Creature -- Elemental Boar When Yasharn enters, search your library for a basic Forest card and a basic Plains card, reveal those cards, put them into your hand, then shuffle. Players can't pay life or sacrifice nonland permanents to cast spells or activate abilities. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yorion, Sky Nomad 3 W/U W/U Legendary Creature -- Bird Serpent Companion -- Your starting deck contains at least twenty cards more than the minimum deck size. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) Flying When Yorion enters, exile any number of other nonland permanents you own and control. Return those cards to the battlefield at the beginning of the next end step. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ziatora's Proving Ground Land -- Swamp Mountain Forest ({T}: Add {B}, {R}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ashiok, Dream Render 1U/BU/B Legendary Planeswalker -- Ashiok Spells and abilities your opponents control can't cause their controller to search their library. [-1]: Target player mills four cards. Then exile each opponent's graveyard. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ashiok, Dream Render 1U/BU/B Legendary Planeswalker -- Ashiok Spells and abilities your opponents control can't cause their controller to search their library. [-1]: Target player mills four cards. Then exile each opponent's graveyard. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dovin's Veto WU Instant This spell can't be countered. Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dovin's Veto WU Instant This spell can't be countered. Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elesh Norn, Mother of Machines 4W Legendary Creature -- Phyrexian Praetor Vigilance If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. Permanents entering don't cause abilities of permanents your opponents control to trigger. [sideboard] 4/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fatal Push B Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fatal Push B Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kambal, Consul of Allocation 1WB Legendary Creature -- Human Advisor Whenever an opponent casts a noncreature spell, that player loses 2 life and you gain 2 life. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kambal, Consul of Allocation 1WB Legendary Creature -- Human Advisor Whenever an opponent casts a noncreature spell, that player loses 2 life and you gain 2 life. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Krenko's Buzzcrusher 2RR Artifact Creature -- Insect Thopter Flying, trample When this creature enters, for each player, destroy up to one nonbasic land that player controls. For each land destroyed this way, its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Notion Thief 2UB Creature -- Human Rogue Flash If an opponent would draw a card except the first one they draw in each of their draw steps, instead that player skips that draw and you draw a card. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sunfall 3WW Sorcery Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unmoored Ego 1UB Sorcery Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Yorion, Sky Nomad 3W/UW/U Legendary Creature -- Bird Serpent Companion -- Your starting deck contains at least twenty cards more than the minimum deck size. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) Flying When Yorion enters, exile any number of other nonland permanents you own and control. Return those cards to the battlefield at the beginning of the next end step. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev