

Atraxa, Grand Unifier (3)(G)(W)(U)(B) Legendary Creature -- Phyrexian Angel Flying, vigilance, deathtouch, lifelink When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.) 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beza, the Bounding Spring (2)(W)(W) Legendary Creature -- Elemental Elk 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. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Breeding Pool Land -- Forest Island ({T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Chained to the Rocks Enchantment -- Aura Enchant Mountain you control When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield. (That creature returns under its owner's control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chained to the Rocks Enchantment -- Aura Enchant Mountain you control When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield. (That creature returns under its owner's control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deputy of Detention Creature -- Vedalken Wizard When this creature enters, exile target nonland permanent an opponent controls and all other nonland permanents that player controls with the same name as that permanent until this creature leaves the battlefield. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Enigmatic Incarnation Enchantment At the beginning of your end step, you may sacrifice another enchantment. If you do, search your library for a creature card with mana value equal to 1 plus the sacrificed enchantment's mana value, put that card onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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	Floodfarm Verge Land {T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Floodfarm Verge Land {T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Floodfarm Verge Land {T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Get Lost 1W Instant 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.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Glasspool Mimic 2 U Creature -- Shapeshifter Rogue You may have this creature enter as a copy of a creature you control, except it's a Shapeshifter Rogue in addition to its other types. 0/0 ----- BACK FACE ----- Glasspool Shore Land This land enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Heliod, the Radiant Dawn 2 W W Legendary Enchantment Creature -- God When Heliod enters, return target enchantment card that isn't a God from your graveyard to your hand. {3}{U/P}: Transform Heliod. Activate only as a sorcery. ({U/P} can be paid with either {U} or 2 life.) 4/4 ----- BACK FACE ----- Heliod, the Warped Eclipse Legendary Enchantment Creature -- Phyrexian God You may cast spells as though they had flash. Spells you cast cost {1} less to cast for each card your opponents have drawn this turn. 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	High Noon 1 W Enchantment Each player can't cast more than one spell each turn. {4}{R}, Sacrifice this enchantment: It deals 5 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	High Noon 1 W Enchantment Each player can't cast more than one spell each turn. {4}{R}, Sacrifice this enchantment: It deals 5 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Hushwood Verge Land {T}: Add {G}. {T}: Add {W}. Activate only if you control a Forest or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hushwood Verge Land {T}: Add {G}. {T}: Add {W}. Activate only if you control a Forest or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hushwood Verge Land {T}: Add {G}. {T}: Add {W}. Activate only if you control a Forest or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hushwood Verge Land {T}: Add {G}. {T}: Add {W}. Activate only if you control a Forest or a Plains. 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	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
Knight of Autumn1GW Creature -- Dryad Knight When this creature enters, choose one -- * Put two +1/+1 counters on this creature. * Destroy target artifact or enchantment. * You gain 4 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kutzil's Flanker2W Creature -- Cat Warrior 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. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline Binding5W 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 PLAYbotbox.dev	Leyline Binding5W 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 PLAYbotbox.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	Linvala, the Preserver (4)(W)(W) Legendary Creature -- Angel Flying When Linvala enters, if an opponent has more life than you, you gain 5 life. When Linvala enters, if an opponent controls more creatures than you, create a 3/3 white Angel creature token with flying. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nylea's Presence (1)(G) Enchantment -- Aura Enchant land When this Aura enters, draw a card. Enchanted land is every basic land type in addition to its other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Nylea's Presence (1)(G) Enchantment -- Aura Enchant land When this Aura enters, draw a card. Enchanted land is every basic land type in addition to its other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overlord of the Boilerbilges (4)(R)(R) Enchantment Creature -- Avatar Horror Impending 4--{2}{R}{R} (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.) Whenever this permanent enters or attacks, it deals 4 damage to any target. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overlord of the Hauntwoods (3)(G)(G) Enchantment Creature -- Avatar Horror Impending 4--{1}{G}{G} (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.) Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overlord of the Hauntwoods (3)(G)(G) Enchantment Creature -- Avatar Horror Impending 4--{1}{G}{G} (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.) Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overlord of the Hauntwoods 3 6 6 Enchantment Creature -- Avatar Horror Impending 4--$\{1\}\{G\}\{G\}$ (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.) Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains $\{T\}$: Add $\{W\}$.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Portable Hole W Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Portable Hole W Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Portable Hole W Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Portable Hole W Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

Roaring Furnace ①Ⓡ Enchantment -- Room When you unlock this door, this Room deals damage equal to the number of cards in your hand to target creature an opponent controls. (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.) ----- - - - RIGHT HALF - - - Steaming Sauna ③ⓊⓊ Enchantment -- Room You have no maximum hand size. At the beginning of your end step, draw a card. (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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roaring Furnace ①Ⓡ Enchantment -- Room When you unlock this door, this Room deals damage equal to the number of cards in your hand to target creature an opponent controls. (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.) ----- - - - RIGHT HALF - - - Steaming Sauna ③ⓊⓊ Enchantment -- Room You have no maximum hand size. At the beginning of your end step, draw a card. (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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sacred Foundry Land -- Mountain Plains ({T}: Add {R} 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	Sacred Foundry Land -- Mountain Plains ({T}: Add {R} 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
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Skyclave Apparition 1 W W Creature -- Kor Spirit When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card. 2/2 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 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 PLAY botbox.dev	Stomping Ground Land -- Mountain Forest ({T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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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 PLAY botbox.dev

Titan of Industry (4GGG)

Creature -- Elemental

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Reach, trample
When this creature enters, choose
two --
* Destroy target artifact or
enchantment.
* Target player gains 5 life.
* Create a 4/4 green Rhino Warrior
creature token.
* Put a shield counter on a creature
you control.
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7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tolsimir, Friend to Wolves (2)(G)(G)(W)

Legendary Creature -- Elf Scout

When Tolimir enters, create Voja, Friend to Elves, a legendary 3/3 green and white Wolf creature token. Whenever a Wolf you control enters, you gain 3 life and that creature fights up to one target creature you don't control.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Up the Beanstalk ① ⑥

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 PLAY botbox.dev

Up the Beanstalk (1)(G)

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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev

Zagoth Triome

Land -- Swamp Forest Island

({T}: Add {B}, {G}, or {U}.)
 This land enters tapped.
 Cycling {3} ({3}, Discard this card:
 Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chandra, Awakened Inferno (4)(R)(R) Legendary Planeswalker -- Chandra This spell can't be countered. [+2]: Each opponent gets an emblem with "At the beginning of your upkeep, this emblem deals 1 damage to you." [-3]: Chandra deals 3 damage to each non-Elemental creature. [-X]: Chandra deals X damage to target creature or planeswalker. If a permanent dealt damage this way would die this turn, exile it instead. [sideboard] L 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chandra, Awakened Inferno (4)(R)(R) Legendary Planeswalker -- Chandra This spell can't be countered. [+2]: Each opponent gets an emblem with "At the beginning of your upkeep, this emblem deals 1 damage to you." [-3]: Chandra deals 3 damage to each non-Elemental creature. [-X]: Chandra deals X damage to target creature or planeswalker. If a permanent dealt damage this way would die this turn, exile it instead. [sideboard] L 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dovin's Veto (W)(U) Instant This spell can't be countered. Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dovin's Veto (W)(U) Instant This spell can't be countered. Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dovin's Veto (W)(U) 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 (4)(W) 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	High Noon (1)(W) Enchantment Each player can't cast more than one spell each turn. {4}{R}, Sacrifice this enchantment: It deals 5 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knockout Blow (2)(W) Instant This spell costs {2} less to cast if it targets a red creature. Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nimble Larcenist (W)(U)(B) Creature -- Bird Rogue Flying When this creature enters, target opponent reveals their hand. You choose an artifact, instant, or sorcery card from it and exile that card. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace (1)(W) Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace (1)(W) Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ruric Thar, the Unbowed (4)(R)(G) Legendary Creature -- Ogre Warrior Reach, vigilance Ruric Thar attacks each combat if able. Whenever a player casts a noncreature spell, Ruric Thar deals 6 damage to that player. [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Supreme Verdict (1)(W)(W)(U) Sorcery This spell can't be countered. Destroy all creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Supreme Verdict (1)(W)(W)(U) Sorcery This spell can't be countered. Destroy all creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	