

Beza, the Bounding Spring 2WW 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 PLAYbotbox.dev	Bleachbone Verge Land {T}: Add {B}. {T}: Add {W}. Activate only if you control a Plains or a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bleachbone Verge Land {T}: Add {B}. {T}: Add {W}. Activate only if you control a Plains or a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bleachbone Verge Land {T}: Add {B}. {T}: Add {W}. Activate only if you control a Plains or a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. 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	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	Hopeless Nightmare B Enchantment When this enchantment enters, each opponent discards a card and loses 2 life. When this enchantment is put into a graveyard from the battlefield, scry 2. {2}{B}: Sacrifice this enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hopeless Nightmare B Enchantment When this enchantment enters, each opponent discards a card and loses 2 life. When this enchantment is put into a graveyard from the battlefield, scry 2. {2}{B}: Sacrifice this enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Restless Fortress Land This land enters tapped. {T}: Add {W} or {B}. {2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land. Whenever this land attacks, defending player loses 2 life and you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Restless Fortress Land This land enters tapped. {T}: Add {W} or {B}. {2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land. Whenever this land attacks, defending player loses 2 life and you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Scrollshift 2 W Instant Exile up to one target artifact, creature, or enchantment you control, then return it to the battlefield under its owner's control. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scrollshift 2 W Instant Exile up to one target artifact, creature, or enchantment you control, then return it to the battlefield under its owner's control. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scrollshift 2 W Instant Exile up to one target artifact, creature, or enchantment you control, then return it to the battlefield under its owner's control. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scrollshift 2 W Instant Exile up to one target artifact, creature, or enchantment you control, then return it to the battlefield under its owner's control. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Serra Paragon 2 W W Creature -- Angel Flying Once during each of your turns, you may play a land from your graveyard or cast a permanent spell with mana value 3 or less from your graveyard. If you do, it gains "When this permanent is put into a graveyard from the battlefield, exile it and you gain 2 life." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 3/4	Shadowy Backstreet Land -- Plains Swamp {T}: Add {W} or {B}. 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	Shadowy Backstreet Land -- Plains Swamp {T}: Add {W} or {B}. 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	Sheoldred, the Apocalypse 2 B B Legendary Creature -- Phyrexian Praetor Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 4/5

Land

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Creature -- Kirin

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Creature -- Kirin

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Basic Land -- Swamp

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

Temporary Lockdown (1)(W)(W) Enchantment 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	Temporary Lockdown (1)(W)(W) Enchantment 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	Temporary Lockdown (1)(W)(W) Enchantment 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	Temporary Lockdown (1)(W)(W) Enchantment 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
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. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dreams of Steel and Oil (B) Sorcery Target opponent reveals their hand. You choose an artifact or creature card from it, then choose an artifact or creature card from their graveyard. Exile the chosen cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dreams of Steel and Oil (B) Sorcery Target opponent reveals their hand. You choose an artifact or creature card from it, then choose an artifact or creature card from their graveyard. Exile the chosen cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Liliana of the Veil (1)(B)(B) Legendary Planeswalker -- Liliana [+1]: Each player discards a card. [-2]: Target player sacrifices a creature. [-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice. [sideboard] L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Loran of the Third Path (2)(W) Legendary Creature -- Human Artificer Vigilance When Loran enters, destroy up to one target artifact or enchantment. {T}: You and target opponent each draw a card. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Strategic Betrayal 1 B Sorcery Target opponent exiles a creature they control and their graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Strategic Betrayal 1 B Sorcery Target opponent exiles a creature they control and their graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	