

Abhorrent Oculus 2U Creature -- Eye As an additional cost to cast this spell, exile six cards from your graveyard. Flying At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Atraxa, Grand Unifier 3GWUB 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	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
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	Bring to Light 3GU Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bring to Light 3GU Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bring to Light 3GU Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bring to Light 36U Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enigmatic Incarnation 2GU 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 PLAY botbox.dev	Enigmatic Incarnation 2GU 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 PLAY botbox.dev	Enigmatic Incarnation 2GU 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 PLAY botbox.dev
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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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Heliod, the Radiant Dawn 2WW 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	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 PLAY botbox.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 PLAY botbox.dev	Knight of Autumn 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline Binding 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
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Nylea's Presence 1 6 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 6 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 6 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	Otawara, Soaring City Legendary Land {T}: Add {U}. Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Overgrown Tomb Land -- Swamp Forest {T}: Add {B} 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	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 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

Playtest cards - TylerB - Pioneer (Calgary Round 7 Regional Championship)

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sheet 5/12 - 8 cards - 2.5 x 3.5 in each

Overlord of the Hauntwoods 3GG 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	Overlord of the Hauntwoods 3GG 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	Overlord of the Hauntwoods 3GG 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
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 1R 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 3UU 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 1R 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 3UU 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 1R 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 3UU 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

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 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	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
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 PLAYbotbox.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 PLAYbotbox.dev	Selfless Glyphweaver 2W Creature -- Human Cleric Exile this creature: Creatures you control gain indestructible until end of turn. 2/3 ----- BACK FACE ----- Deadly Vanity 5BBB Sorcery Choose a creature or planeswalker, then destroy all other creatures and planeswalkers. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skyclave Apparition 1WW 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 PLAYbotbox.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	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	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
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 PLAYbotbox.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 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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Titan of Industry 4GGG Creature -- Elemental 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. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Tolsimir, Friend to Wolves 2GGW Legendary Creature -- Elf Scout When Tolsimir 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	Torch the Tower R Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torch the Tower R Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torch the Tower R Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. 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 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 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 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
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	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	Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}. 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

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sheet 10/12 - 8 cards - 2.5 x 3.5 in each

Zur, Eternal Schemer WUB Legendary Creature -- Human Wizard Flying Enchantment creatures you control have deathtouch, lifelink, and hexproof. {1}{W}: Target non-Aura enchantment you control becomes a creature in addition to its other types and has base power and base toughness each equal to its mana value. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archon of Emerica 2W Creature -- Archon Flying Each player can't cast more than one spell each turn. Nonbasic lands your opponents control enter tapped. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Beza, the Bounding Spring 2WWW 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 PLAYbotbox.dev	Blood Baron of Vizkopa 3WB Creature -- Vampire Lifelink, protection from white and from black As long as you have 30 or more life and an opponent has 10 or less life, this creature gets +6/+6 and has flying. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Blood Baron of Vizkopa 3WB Creature -- Vampire Lifelink, protection from white and from black As long as you have 30 or more life and an opponent has 10 or less life, this creature gets +6/+6 and has flying. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dovin's Veto WU Instant This spell can't be countered. Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dovin's Veto WU Instant This spell can't be countered. Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dovin's Veto WU Instant This spell can't be countered. Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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sheet 11/12 - 8 cards - 2.5 x 3.5 in each

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	High Noon 1W 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	High Noon 1W 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	Mystical Dispute 2U Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Roaring Furnace 1R 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.) [sideboard] ----- RIGHT HALF ----- Steaming Sauna 3UU 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 PLAY botbox.dev	Torch the Tower R Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev