**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

## 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

## 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


## Cavern of Souls

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Land

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - To, Chun Him - Pioneer (??? MTG China Open S7 Regional Championship)** sheet 1/12 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

## Enigmatic Incarnation (2)(G)(U)

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 (2)(G)(U)

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

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.

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - To, Chun Him - Pioneer (??? MTG China Open S7 Regional Championship)** sheet 2/12 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

## Floodfarm Verge

Land

{T}: Add {W}.
{T}: Add {U}. Activate only if you control a Plains or an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev

## Gloomlake Verge

Land

{T}: Add {U}.
{T}: Add {B}. Activate only if you control an Island or a Swamp.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gloomlake Verge

Land

{T}: Add {U}.
{T}: Add {B}. Activate only if you control an Island or a Swamp.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gloomlake Verge

Land

{T}: Add {U}.
{T}: Add {B}. Activate only if you control an Island or a Swamp.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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 PLAY botbox.dev

**Playtest cards - To, Chun Him - Pioneer (??? MTG China Open S7 Regional Championship)** sheet 3/12 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

## 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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev



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## 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 PLAY botbox.dev

## Kutzil's Flanker (2)(W)

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 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)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Leyline Binding (5)(W)

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Domain -- This spell costs {1} less to cast for each basic land type among lands you control.
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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

## Nowhere to Run (1)(B)

Enchantment

Flash
When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.
Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - To, Chun Him - Pioneer (??? MTG China Open S7 Regional Championship)** sheet 5/12 - 8 cards - 2.5 x 3.5 in each

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## Nowhere to Run (1)(B)

Enchantment

Flash
When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.
Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Nowhere to Run (1)(B)

Enchantment

Flash
When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.
Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Nowhere to Run (1)(B)

Enchantment

Flash
When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.
Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.

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


## 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


## 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 Floodpits (3)(U)(U)

Enchantment Creature -- Avatar Horror

Impending 4--{1}{U}{U} (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.)
Flying
Whenever this permanent enters or attacks, draw two cards, then discard a card.

**5/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Overlord of the Floodpits (3)(U)(U)

Enchantment Creature -- Avatar Horror

Impending 4--{1}{U}{U} (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.)
Flying
Whenever this permanent enters or attacks, draw two cards, then discard a card.

**5/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - To, Chun Him - Pioneer (??? MTG China Open S7 Regional Championship)** sheet 6/12 - 8 cards - 2.5 x 3.5 in each

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**Overlord of the Floodpits** 3UU

Enchantment Creature -- Avatar Horror

Impending 4--{1}{U}{U} (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.)
Flying
Whenever this permanent enters or attacks, draw two cards, then discard a card.

**5/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Overlord of the Floodpits** 3UU

Enchantment Creature -- Avatar Horror

Impending 4--{1}{U}{U} (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.)
Flying
Whenever this permanent enters or attacks, draw two cards, then discard a card.

**5/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev

**Overlord of the Mistmoors** 5WW

Enchantment Creature -- Avatar Horror

Impending 4--{2}{W}{W} (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 two 2/1 white Insect creature tokens with flying.

**6/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Overlord of the Mistmoors** 5WW

Enchantment Creature -- Avatar Horror

Impending 4--{2}{W}{W} (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 two 2/1 white Insect creature tokens with flying.

**6/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Overlord of the Mistmoors {5}{W}{W}

Enchantment Creature -- Avatar Horror

Impending 4--{2}{W}{W} (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 two 2/1 white Insect creature tokens with flying.

**6/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Overlord of the Mistmoors {5}{W}{W}

Enchantment Creature -- Avatar Horror

Impending 4--{2}{W}{W} (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 two 2/1 white Insect creature tokens with flying.

**6/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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

## 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


**Playtest cards - To, Chun Him - Pioneer (??? MTG China Open S7 Regional Championship)** sheet 8/12 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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 (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

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## 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

## 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

**Playtest cards - To, Chun Him - Pioneer (??? MTG China Open S7 Regional Championship)** sheet 9/12 - 8 cards - 2.5 x 3.5 in each

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## Vanishing Verse (W)(B)

Instant

Exile target monocolored permanent.

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

## 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

## 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

## 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

## Zur, Eternal Schemer (W)(U)(B)

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 PLAY botbox.dev

## Zur, Eternal Schemer (W)(U)(B)

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 PLAY botbox.dev

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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 PLAY botbox.dev

**Playtest cards - To, Chun Him - Pioneer (??? MTG China Open S7 Regional Championship)** sheet 10/12 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

## Zur, Eternal Schemer (W)(U)(B)

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**

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## Archon of Emeria (2)(W)

Creature -- Archon

Flying
Each player can't cast more than one spell each turn.
Nonbasic lands your opponents control enter tapped.

[sideboard]

**2/3**

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## 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**

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## 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]

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## Knockout Blow (2)(W)

Instant

This spell costs {2} less to cast if it targets a red creature.
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[sideboard]

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[sideboard]

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[sideboard]

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## 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

**Playtest cards - To, Chun Him - Pioneer (??? MTG China Open S7 Regional Championship)** sheet 11/12 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

## 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]

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## 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**

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## Thought Distortion (4)(B)(B)

Sorcery

This spell can't be countered.
Target opponent reveals their hand. Exile all noncreature, nonland cards from that player's hand and graveyard.

[sideboard]

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## 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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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]

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## 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 PLAY botbox.dev

**Playtest cards - To, Chun Him - Pioneer (??? MTG China Open S7 Regional Championship)** sheet 12/12 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.