

Cavalier of Dawn (2)(W)(W)(W) Creature -- Elemental Knight Vigilance When this creature enters, destroy up to one target nonland permanent. Its controller creates a 3/3 colorless Golem artifact creature token. When this creature dies, return target artifact or enchantment card from your graveyard to your hand. 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chained to the Rocks (W) 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 PLAY botbox.dev	Chained to the Rocks (W) 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 PLAY botbox.dev	Chained to the Rocks (W) 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 PLAY botbox.dev
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Fires of Invention (3)(R) Enchantment You can cast spells only during your turn and you can cast no more than two spells each turn. You may cast spells with mana value less than or equal to the number of lands you control without paying their mana costs. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fires of Invention (3)(R) Enchantment You can cast spells only during your turn and you can cast no more than two spells each turn. You may cast spells with mana value less than or equal to the number of lands you control without paying their mana costs. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fires of Invention (3)(R) Enchantment You can cast spells only during your turn and you can cast no more than two spells each turn. You may cast spells with mana value less than or equal to the number of lands you control without paying their mana costs. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fires of Invention (3)(R) Enchantment You can cast spells only during your turn and you can cast no more than two spells each turn. You may cast spells with mana value less than or equal to the number of lands you control without paying their mana costs. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Forest Basic Land -- Forest {T}: Add {G}. 0/0 Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glasspool Mimic 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 Glasspool Shore Land This land enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hengegate Pathway Land {T}: Add {W}. Mistgate Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hengegate Pathway Land {T}: Add {W}. Mistgate Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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② ② W

Divine Intervention -- When this creature enters, you may search your library for an enchantment card, reveal it, then shuffle and put that card on top.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Enchant land
When this Aura enters, draw a card.
Enchanted land is every basic land
type in addition to its other types.

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① R

Flash
When this enchantment enters, it deals 2 damage to any target.
{2}{R}, Sacrifice this enchantment:
Scry 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Flash (You may cast this spell any time you could cast an instant.)
When this enchantment enters, scry 2, then draw a card.
{2}{U}, Sacrifice this enchantment:
Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Flash (You may cast this spell any time you could cast an instant.)
When this enchantment enters, scry 2, then draw a card.
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sheet 6/12 - 8 cards - 2.5 x 3.5 in each

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.

Omen of the Sea 1 U Enchantment Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, scry 2, then draw a card. {2}{U}, Sacrifice this enchantment: Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Omen of the Sea 1 U Enchantment Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, scry 2, then draw a card. {2}{U}, Sacrifice this enchantment: Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) 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
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Skyclave Apparition 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	Spirited Companion Enchantment Creature -- Dog When this creature enters, draw a card. 1/1 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	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

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.

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

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

Yarok, the Desecrated (2)(B)(G)(U)

Legendary Creature -- Elemental Horror

Deathtouch, lifelink
If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

3/5

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

Aether Gust 1 U Instant Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Alpine Moon R Enchantment As this enchantment enters, choose a nonbasic land card name. Lands your opponents control with the chosen name lose all land types and abilities, and they gain "{T}: Add one mana of any color." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deafening Silence W Enchantment Each player can't cast more than one noncreature spell each turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fry 1 R Instant This spell can't be countered. Fry deals 5 damage to target creature or planeswalker that's white or blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fry 1 R Instant This spell can't be countered. Fry deals 5 damage to target creature or planeswalker that's white or blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute 2 U 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	Mystical Dispute 2 U 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	Mystical Dispute 2 U 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

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] 2/2 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] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of Resurgence G W Creature -- Elemental Whenever an opponent casts a spell during your turn and when this creature dies, create a green and white Elemental creature token with "This token's power and toughness are each equal to the number of creatures you control." [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of Resurgence G W Creature -- Elemental Whenever an opponent casts a spell during your turn and when this creature dies, create a green and white Elemental creature token with "This token's power and toughness are each equal to the number of creatures you control." [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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