

<div><div><div>Abrupt Decay</div><div><div>B</div><div>G</div></div></div><div><div>Instant</div><div>This spell can't be countered. Destroy target nonland permanent with mana value 3 or less.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Ancient Cornucopia</div><div><div>2</div><div>G</div></div></div><div><div>Artifact</div><div>Whenever you cast a spell that's one or more colors, you may gain 1 life for each of that spell's colors. Do this only once each turn. {T}: Add one mana of any color.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Ancient Cornucopia</div><div><div>2</div><div>G</div></div></div><div><div>Artifact</div><div>Whenever you cast a spell that's one or more colors, you may gain 1 life for each of that spell's colors. Do this only once each turn. {T}: Add one mana of any color.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Ancient Cornucopia</div><div><div>2</div><div>G</div></div></div><div><div>Artifact</div><div>Whenever you cast a spell that's one or more colors, you may gain 1 life for each of that spell's colors. Do this only once each turn. {T}: Add one mana of any color.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div><div>Blood Crypt</div></div><div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Bring to Light</div><div><div>3</div><div>G</div><div>U</div></div></div><div><div>Sorcery</div><div>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.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Bring to Light</div><div><div>3</div><div>G</div><div>U</div></div></div><div><div>Sorcery</div><div>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.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Bring to Light</div><div><div>3</div><div>G</div><div>U</div></div></div><div><div>Sorcery</div><div>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.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

3 G U

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.

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① R W

Choose one or both --

- * Deafening Clarion deals 3 damage to each creature.
- * Creatures you control gain lifelink until end of turn.

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This land enters tapped unless you control a Swamp or a Mountain.
{T}: Add {B} or {R}.

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④ W

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.

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3 B

Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)

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{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

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{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

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{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

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<div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Glacial Fortress</div><div>Land</div><div>This land enters tapped unless you control a Plains or an Island. {T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Godless Shrine</div><div>Land -- Plains Swamp</div><div>{T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Hinterland Harbor</div><div>Land</div><div>This land enters tapped unless you control a Forest or an Island. {T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Indatha Triome</div><div>Land -- Plains Swamp Forest</div><div>{T}: Add {W}, {B}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Indatha Triome</div><div>Land -- Plains Swamp Forest</div><div>{T}: Add {W}, {B}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Jetmir's Garden</div><div>Land -- Mountain Forest Plains</div><div>{T}: Add {R}, {G}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Jetmir's Garden</div><div>Land -- Mountain Forest Plains</div><div>{T}: Add {R}, {G}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Ketria Triome</div><div>Land -- Forest Island Mountain</div><div>{T}: Add {G}, {U}, or {R}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Ketria Triome</div><div>Land -- Forest Island Mountain</div><div>{T}: Add {G}, {U}, or {R}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Kolaghan's Command</div><div>Instant</div><div>Choose two -- * Return target creature card from your graveyard to your hand. * Target player discards a card. * Destroy target artifact. * Kolaghan's Command deals 2 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Leyline Binding</div><div>Enchantment</div><div>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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Leyline Binding</div><div>Enchantment</div><div>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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Leyline Binding</div><div>Enchantment</div><div>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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div>Leyline Binding</div> <div> <div>5</div> <div>W</div> </div> <div>Enchantment</div> <div>Flash</div> <div>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.</div> <div>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Lightning Helix</div> <div> <div>R</div> <div>W</div> </div> <div>Instant</div> <div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Lightning Helix</div> <div> <div>R</div> <div>W</div> </div> <div>Instant</div> <div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Lightning Helix</div> <div> <div>R</div> <div>W</div> </div> <div>Instant</div> <div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Lilah, Undefeated Slickshot</div> <div> <div>1</div> <div>U</div> <div>R</div> </div> <div>Legendary Creature -- Human Rogue</div> <div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>Whenever you cast a multicolored instant or sorcery spell from your hand, exile that spell instead of putting it into your graveyard as it resolves. If you do, it becomes plotted. (You may cast it as a sorcery on a later turn without paying its mana cost.)</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Mana Confluence</div> <div>Land</div> <div>{T}, Pay 1 life: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Molten Collapse</div> <div> <div>B</div> <div>R</div> </div> <div>Sorcery</div> <div>Choose one. If you descended this turn, you may choose both instead. (You descended if a permanent card was put into your graveyard from anywhere.)</div> <div>* Destroy target creature or planeswalker.</div> <div>* Destroy target noncreature, nonland permanent with mana value 1 or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<p>Niv-Mizzet Reborn (W)(U)(B)(R)(G)</p> <p>Legendary Creature -- Dragon Avatar</p> <p>Flying</p> <p>When Niv-Mizzet enters, reveal the top ten cards of your library. For each color pair, choose a card that's exactly those colors from among them. Put the chosen cards into your hand and the rest on the bottom of your library in a random order.</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Niv-Mizzet Reborn (W)(U)(B)(R)(G)</p> <p>Legendary Creature -- Dragon Avatar</p> <p>Flying</p> <p>When Niv-Mizzet enters, reveal the top ten cards of your library. For each color pair, choose a card that's exactly those colors from among them. Put the chosen cards into your hand and the rest on the bottom of your library in a random order.</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Niv-Mizzet, Supreme (W)(U)(B)(R)(G)</p> <p>Legendary Creature -- Dragon Avatar</p> <p>Flying, hexproof from monocolored</p> <p>Each instant and sorcery card in your graveyard that's exactly two colors has jump-start. (You may cast that card from your graveyard by discarding a card in addition to paying its other costs. Then exile it.)</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>No More Lies (W)(U)</p> <p>Instant</p> <p>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>No More Lies (W)(U)</p> <p>Instant</p> <p>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>No More Lies (W)(U)</p> <p>Instant</p> <p>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Omnath, Locus of Creation (R)(G)(W)(U)</p> <p>Legendary Creature -- Elemental</p> <p>When Omnath enters, draw a card.</p> <p>Landfall -- Whenever a land you control enters, you gain 4 life if this is the first time this ability has resolved this turn. If it's the second time, add {R}{G}{W}{U}. If it's the third time, Omnath deals 4 damage to each opponent and each planeswalker you don't control.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Omnath, Locus of Creation (R)(G)(W)(U)</p> <p>Legendary Creature -- Elemental</p> <p>When Omnath enters, draw a card.</p> <p>Landfall -- Whenever a land you control enters, you gain 4 life if this is the first time this ability has resolved this turn. If it's the second time, add {R}{G}{W}{U}. If it's the third time, Omnath deals 4 damage to each opponent and each planeswalker you don't control.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<div><div><div>Omnath, Locus of Creation</div><div><div>R</div><div>G</div><div>W</div><div>U</div></div></div><div><div>Legendary Creature -- Elemental</div><div>When Omnath enters, draw a card. Landfall -- Whenever a land you control enters, you gain 4 life if this is the first time this ability has resolved this turn. If it's the second time, add {R}{G}{W}{U}. If it's the third time, Omnath deals 4 damage to each opponent and each planeswalker you don't control.</div><div>4/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Pillage the Bog</div><div><div>B</div><div>G</div></div></div><div><div>Sorcery</div><div>Look at the top X cards of your library, where X is twice the number of lands you control. Put one of them into your hand and the rest on the bottom of your library in a random order. Plot {1}{B}{G} (You may pay {1}{B}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Pillage the Bog</div><div><div>B</div><div>G</div></div></div><div><div>Sorcery</div><div>Look at the top X cards of your library, where X is twice the number of lands you control. Put one of them into your hand and the rest on the bottom of your library in a random order. Plot {1}{B}{G} (You may pay {1}{B}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Plains</div></div><div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Raugrin Triome</div></div><div><div>Land -- Island Mountain Plains</div><div>({T}: Add {U}, {R}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Savai Triome</div></div><div><div>Land -- Mountain Plains Swamp</div><div>({T}: Add {R}, {W}, or {B}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Savai Triome</div></div><div><div>Land -- Mountain Plains Swamp</div><div>({T}: Add {R}, {W}, or {B}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Spara's Headquarters</div></div><div><div>Land -- Forest Plains Island</div><div>({T}: Add {G}, {W}, or {U}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div>Steam Vents</div> <div>Land -- Island Mountain</div> <div>{T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sulfur Falls</div> <div>Land</div> <div>This land enters tapped unless you control an Island or a Mountain. {T}: Add {U} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sunfall</div> <div>Sorcery</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sunpetal Grove</div> <div>Land</div> <div>This land enters tapped unless you control a Forest or a Plains. {T}: Add {G} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sylvan Caryatid</div> <div>Creature -- Plant</div> <div>Defender, hexproof {T}: Add one mana of any color.</div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sylvan Caryatid</div> <div>Creature -- Plant</div> <div>Defender, hexproof {T}: Add one mana of any color.</div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sylvan Caryatid</div> <div>Creature -- Plant</div> <div>Defender, hexproof {T}: Add one mana of any color.</div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Sylvan Caryatid</div><div><div>1</div><div>6</div></div></div> <div><div>Creature -- Plant</div><div>Defender, hexproof {T}: Add one mana of any color.</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Temple Garden</div><div></div></div> <div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Temple Garden</div><div></div></div> <div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Unmoored Ego</div><div><div>1</div><div>U</div><div>B</div></div></div> <div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Up the Beanstalk</div><div><div>1</div><div>6</div></div></div> <div><div>Enchantment</div><div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Up the Beanstalk</div><div><div>1</div><div>6</div></div></div> <div><div>Enchantment</div><div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Up the Beanstalk</div><div><div>1</div><div>6</div></div></div> <div><div>Enchantment</div><div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Up the Beanstalk</div><div><div>1</div><div>6</div></div></div> <div><div>Enchantment</div><div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Valki, God of Lies</div><div><div>1</div><div>B</div></div></div> <div>Legendary Creature -- God</div> <div>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.</div> <div>2/1</div> <div>----- BACK FACE -----</div> <div><div>Tibalt, Cosmic Impostor</div><div><div>5</div><div>B</div><div>R</div></div></div> <div>Legendary Planeswalker -- Tibalt</div> <div>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}.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Vanishing Verse</div><div><div>W</div><div>B</div></div></div> <div>Instant</div> <div>Exile target monocolored permanent.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Vanishing Verse</div><div><div>W</div><div>B</div></div></div> <div>Instant</div> <div>Exile target monocolored permanent.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Vanishing Verse</div><div><div>W</div><div>B</div></div></div> <div>Instant</div> <div>Exile target monocolored permanent.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Wandering Mind</div><div><div>1</div><div>U</div><div>R</div></div></div> <div>Creature -- Horror</div> <div>Flying When this creature enters, look at the top six cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Watery Grave</div></div> <div>Land -- Island Swamp</div> <div>{T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Zagoth Triome</div></div> <div>Land -- Swamp Forest Island</div> <div>{T}: Add {B}, {G}, or {U}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Ziatora's Proving Ground</div></div> <div>Land -- Swamp Mountain Forest</div> <div>{T}: Add {B}, {R}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Ashiok, Dream Render (1)(U/B)(U/B) Legendary Planeswalker -- Ashiok Spells and abilities your opponents control can't cause their controller to search their library. [-1]: Target player mills four cards. Then exile each opponent's graveyard. [sideboard] <div>L 5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Baron of Vizkopa (3)(W)(B) 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] <div>4/4</div> 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	Extinction Event (3)(B) Sorcery Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kambal, Consul of Allocation (1)(W)(B) Legendary Creature -- Human Advisor Whenever an opponent casts a noncreature spell, that player loses 2 life and you gain 2 life. [sideboard] <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kambal, Consul of Allocation (1)(W)(B) Legendary Creature -- Human Advisor Whenever an opponent casts a noncreature spell, that player loses 2 life and you gain 2 life. [sideboard] <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - HappinessLtd - Pioneer (Pioneer Showcase Challenge)

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.

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

<div> <div>Lightning Helix</div> <div> <div>R</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Lightning Helix deals 3 damage to any target and you gain 3 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Notion Thief</div> <div> <div>2</div> <div>U</div> <div>B</div> </div> </div> <div>Creature -- Human Rogue</div> <div> <p>Flash</p> <p>If an opponent would draw a card except the first one they draw in each of their draw steps, instead that player skips that draw and you draw a card.</p> <p>[sideboard]</p> </div> <div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Shadows' Verdict</div> <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Exile all creatures and planeswalkers with mana value 3 or less from the battlefield and all creature and planeswalker cards with mana value 3 or less from all graveyards.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Soul Search</div> <div> <div>W</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the card's mana value is 1 or less, create a 1/1 white and black Spirit creature token with flying.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Soul Search</div> <div> <div>W</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the card's mana value is 1 or less, create a 1/1 white and black Spirit creature token with flying.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Soul Search</div> <div> <div>W</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the card's mana value is 1 or less, create a 1/1 white and black Spirit creature token with flying.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Yorion, Sky Nomad</div> <div> <div>3</div> <div>W/U</div> <div>W/U</div> </div> </div> <div>Legendary Creature -- Bird Serpent</div> <div> <p>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.)</p> <p>Flying</p> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	

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sheet 12/12 - 7 cards - 2.5 x 3.5 in each