

Archon of Emerica (2)(W) <hr/> Creature -- Archon <hr/> Flying Each player can't cast more than one spell each turn. Nonbasic lands your opponents control enter tapped. <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Archon of Emerica (2)(W) <hr/> Creature -- Archon <hr/> Flying Each player can't cast more than one spell each turn. Nonbasic lands your opponents control enter tapped. <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Archon of Emerica (2)(W) <hr/> Creature -- Archon <hr/> Flying Each player can't cast more than one spell each turn. Nonbasic lands your opponents control enter tapped. <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Archon of Emerica (2)(W) <hr/> Creature -- Archon <hr/> Flying Each player can't cast more than one spell each turn. Nonbasic lands your opponents control enter tapped. <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Batterskull (5) <hr/> Artifact -- Equipment <hr/> Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.) Equipped creature gets +4/+4 and has vigilance and lifelink. {3}: Return this Equipment to its owner's hand. Equip {5} <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Black Lotus (0) <hr/> Artifact <hr/> {T}, Sacrifice this artifact: Add three mana of any one color. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Cavern of Souls <hr/> Land <hr/> 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. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Cavern of Souls <hr/> Land <hr/> 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. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

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Horizon Canopy

Land

{T}, Pay 1 life: Add {G} or {W}.
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Kaldra Compleat

⑦

Legendary Artifact -- Equipment

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Living weapon
Indestructible
Equipped creature gets +5/+5 and has
first strike, trample,
indestructible, haste, and "Whenever
this creature deals combat damage to
a creature, exile that creature."
Equip {7}
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Karakas

Legendary Land

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{T}: Add {w}.
{T}: Return target legendary
creature to its owner's hand.
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Luminarch Aspirant

① W

Creature -- Human Cleric

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

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At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

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①

At the beginning of your upkeep, flip a coin. If you lose the flip, this artifact deals 3 damage to you. {T}: Add {C}{C}.

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UP

{U/P} can be paid with either {U} or 2 life.)
Counter target spell with mana value 1.

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©

$$\{T\} : \text{Add } \{G\}.$$

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0

$$\{T\} : \text{Add } \{B\}.$$

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①

$$\{T\}: \text{Add } \{W\}.$$

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⑨

$$\{T\}: \text{Add } \{R\}.$$

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①

$$\{T\}: \text{Add } \{U\}.$$

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G

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)
{T}: Add {G}, {W}, or {U}.

0/1

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sheet 4/10 - 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.

<div> <div>Noble Hierarchy</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Human Druid</div> <div> <div>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)</div> <div>{T}: Add {G}, {W}, or {U}.</div> </div> <div> <div>0/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Noble Hierarchy</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Human Druid</div> <div> <div>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)</div> <div>{T}: Add {G}, {W}, or {U}.</div> </div> <div> <div>0/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Noble Hierarchy</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Human Druid</div> <div> <div>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)</div> <div>{T}: Add {G}, {W}, or {U}.</div> </div> <div> <div>0/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Once Upon a Time</div> <div> <div>16</div> </div> </div> <div> <div>Instant</div> <div> <div>If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land 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> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
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<div><div><div>Outland Liberator</div><div>①⑥</div></div><div>Creature -- Human Werewolf</div><div><div>{1}, Sacrifice this creature: Destroy target artifact or enchantment. Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div><div>2/2</div></div><div><div>----- BACK FACE -----</div><div>Frenzied Trapbreaker</div><div>Creature -- Werewolf</div><div><div>{1}, Sacrifice this creature: Destroy target artifact or enchantment. Whenever this creature attacks, destroy target artifact or enchantment defending player controls. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div><div>3/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Outland Liberator</div><div>①⑥</div></div><div>Creature -- Human Werewolf</div><div><div>{1}, Sacrifice this creature: Destroy target artifact or enchantment. Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div><div>2/2</div></div><div><div>----- BACK FACE -----</div><div>Frenzied Trapbreaker</div><div>Creature -- Werewolf</div><div><div>{1}, Sacrifice this creature: Destroy target artifact or enchantment. Whenever this creature attacks, destroy target artifact or enchantment defending player controls. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div><div>3/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Outland Liberator</div><div>①⑥</div></div><div>Creature -- Human Werewolf</div><div><div>{1}, Sacrifice this creature: Destroy target artifact or enchantment. Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div><div>2/2</div></div><div><div>----- BACK FACE -----</div><div>Frenzied Trapbreaker</div><div>Creature -- Werewolf</div><div><div>{1}, Sacrifice this creature: Destroy target artifact or enchantment. Whenever this creature attacks, destroy target artifact or enchantment defending player controls. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div><div>3/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Savannah</div><div>Land -- Forest Plains</div><div>({T}: Add {G} or {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Savannah</div><div>Land -- Forest Plains</div><div>({T}: Add {G} or {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Savannah</div><div>Land -- Forest Plains</div><div>({T}: Add {G} or {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Stoneforge Mystic</div><div>①④</div><div>Creature -- Kor Artificer</div><div>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle. {1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div>Stoneforge Mystic<div>1W</div><div>Creature -- Kor Artificer</div><div>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle. {1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Stoneforge Mystic<div>1W</div><div>Creature -- Kor Artificer</div><div>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle. {1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Stoneforge Mystic<div>1W</div><div>Creature -- Kor Artificer</div><div>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle. {1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Strip Mine<div></div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target land.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div>Thalia, Guardian of Thraben<div>1W</div><div>Legendary Creature -- Human Soldier</div><div>First strike Noncreature spells cost {1} more to cast.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Thalia, Guardian of Thraben<div>1W</div><div>Legendary Creature -- Human Soldier</div><div>First strike Noncreature spells cost {1} more to cast.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Thalia, Guardian of Thraben<div>1W</div><div>Legendary Creature -- Human Soldier</div><div>First strike Noncreature spells cost {1} more to cast.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Thalia, Guardian of Thraben<div>1W</div><div>Legendary Creature -- Human Soldier</div><div>First strike Noncreature spells cost {1} more to cast.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Boseiju, Who Endures</div><div>Legendary Land</div><div>{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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Collector Ouphe</div><div>16</div><div>Creature -- Ouphe</div><div>Activated abilities of artifacts can't be activated.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Collector Ouphe</div><div>16</div><div>Creature -- Ouphe</div><div>Activated abilities of artifacts can't be activated.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Collector Ouphe</div><div>16</div><div>Creature -- Ouphe</div><div>Activated abilities of artifacts can't be activated.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Collector Ouphe</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Ouphe</div> <div> Activated abilities of artifacts can't be activated. <div>[sideboard]</div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Force of Vigor</div> <div> <div>2</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Instant</div> <div> If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments. <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Kataki, War's Wage</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Spirit</div> <div> All artifacts have "At the beginning of your upkeep, sacrifice this artifact unless you pay {1}." <div>[sideboard]</div> <div>2/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Mindbreak Trap</div> <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant -- Trap</div> <div> If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost. Exile any number of target spells. <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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