

Ardent Plea 1 W U Enchantment Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ardent Plea 1 W U Enchantment Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ardent Plea 1 W U Enchantment Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ardent Plea 1 W U Enchantment Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Elvish Spirit Guide 2 G Creature -- Elf Spirit Exile this card from your hand: Add {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Spirit Guide 2 G Creature -- Elf Spirit Exile this card from your hand: Add {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Spirit Guide 2 G Creature -- Elf Spirit Exile this card from your hand: Add {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Endurance 1 G G Creature -- Elemental Incarnation Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Endurance 1 6 6 Creature -- Elemental Incarnation Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Endurance 1 6 6 Creature -- Elemental Incarnation Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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① U U

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.
Counter target spell.

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You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.
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Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 R R

Double strike
When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.
Evoke--Exile a red card from your hand.

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Double strike
When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.
Evoke--Exile a red card from your hand.

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Double strike
When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.
Evoke--Exile a red card from your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fury 3 R R Creature -- Elemental Incarnation Double strike When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers. Evoke--Exile a red card from your hand. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hedge Maze Land -- Forest Island {T}: Add {G} or {U}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
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Leyline of the Guildpact (G/W)(G/U)(B/G)(R/G) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Each nonland permanent you control is all colors. Lands you control are every basic land type in addition to their other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of the Guildpact (G/W)(G/U)(B/G)(R/G) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Each nonland permanent you control is all colors. Lands you control are every basic land type in addition to their other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lórien Revealed (3)(U)(U) Sorcery Draw three cards. Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lórien Revealed (3)(U)(U) Sorcery Draw three cards. Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Savannah Land -- Forest Plains {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Artifact Creature -- Dragon

Domain -- This spell costs {2} less to cast for each basic land type among lands you control.

Flying

Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green.

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Artifact Creature -- Human Rogue

Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)

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Artifact Creature -- Human Rogue

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shardless Agent 1 G U Artifact Creature -- Human Rogue Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Simian Spirit Guide 2 R Creature -- Ape Spirit Exile this card from your hand: Add {R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Simian Spirit Guide 2 R Creature -- Ape Spirit Exile this card from your hand: Add {R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Simian Spirit Guide 2 R Creature -- Ape Spirit Exile this card from your hand: Add {R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Solitude 3 W W Creature -- Elemental Incarnation Flash Lifelink When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power. Evoke--Exile a white card from your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Solitude 3 W W Creature -- Elemental Incarnation Flash Lifelink When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power. Evoke--Exile a white card from your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Solitude 3 W W Creature -- Elemental Incarnation Flash Lifelink When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power. Evoke--Exile a white card from your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Solitude 3 W W Creature -- Elemental Incarnation Flash Lifelink When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power. Evoke--Exile a white card from your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Taiga Land -- Mountain Forest ({T}): Add {R} or {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thundering Falls Land -- Island Mountain ({T}): Add {U} or {R}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tropical Island Land -- Forest Island ({T}): Add {G} or {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tropical Island Land -- Forest Island ({T}): Add {G} or {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Tundra Land -- Plains Island ({T}): Add {W} or {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Up the Beanstalk 16 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 PLAYbotbox.dev	Up the Beanstalk 16 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 PLAYbotbox.dev	Up the Beanstalk 16 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 PLAYbotbox.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	Uro, Titan of Nature's Wrath 1 G U Legendary Creature -- Elder Giant When Uro enters, sacrifice it unless it escaped. Whenever Uro enters or attacks, you gain 3 life and draw a card, then you may put a land card from your hand onto the battlefield. Escape--$\{G\}\{G\}\{U\}\{U\}$, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Uro, Titan of Nature's Wrath 1 G U Legendary Creature -- Elder Giant When Uro enters, sacrifice it unless it escaped. Whenever Uro enters or attacks, you gain 3 life and draw a card, then you may put a land card from your hand onto the battlefield. Escape--$\{G\}\{G\}\{U\}\{U\}$, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Violent Outburst 1 R G Instant Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) Creatures you control get +1/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Violent Outburst 1 R G Instant Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) Creatures you control get +1/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Violent Outburst 1 R G Instant Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) Creatures you control get +1/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Volcanic Island Land -- Island Mountain ($\{T\}$: Add $\{U\}$ or $\{R\}$.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Volcanic Island Land -- Island Mountain ($\{T\}$: Add $\{U\}$ or $\{R\}$.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Brazen Borrower ①①① Creature -- Faerie Rogue Flash Flying This creature can block only creatures with flying. [sideboard] 3/1 ----- ADVENTURE ----- Petty Theft ①① Instant -- Adventure Return target nonland permanent an opponent controls to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brazen Borrower ①①① Creature -- Faerie Rogue Flash Flying This creature can block only creatures with flying. [sideboard] 3/1 ----- ADVENTURE ----- Petty Theft ①① Instant -- Adventure Return target nonland permanent an opponent controls to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Brazen Borrower ①①① Creature -- Faerie Rogue Flash Flying This creature can block only creatures with flying. [sideboard] 3/1 ----- ADVENTURE ----- Petty Theft ①① Instant -- Adventure Return target nonland permanent an opponent controls to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Emrakul, the Aeons Torn ⑮ Legendary Creature -- Eldrazi This spell can't be countered. When you cast this spell, take an extra turn after this one. Flying, protection from spells that are one or more colors, annihilator 6 When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library. [sideboard] 15/15 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Endurance ①⑥⑥ Creature -- Elemental Incarnation Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force of Vigor ②⑥⑥ Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Grafdigger's Cage ① Artifact Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inevitable Betrayal Sorcery Suspend 3--{1}{U}{U} (Rather than cast this card from your hand, pay {1}{U}{U} and exile it with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) Search target opponent's library for a creature card and put that card onto the battlefield under your control. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inevitable Betrayal Sorcery Suspend 3--{1}{U}{U} (Rather than cast this card from your hand, pay {1}{U}{U} and exile it with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) Search target opponent's library for a creature card and put that card onto the battlefield under your control. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mindbreak Trap ②③③ Instant -- Trap 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mindbreak Trap ②③③ Instant -- Trap 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Null Rod ② Artifact Activated abilities of artifacts can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Null Rod ② Artifact Activated abilities of artifacts can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torpor Orb ② Artifact Creatures entering don't cause abilities to trigger. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yorion, Sky Nomad

3 (M/U) (M/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

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