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| <div><div><div>Atraxa, Grand Unifier</div><div><div>3</div><div>G</div><div>W</div><div>U</div><div>B</div></div></div><div>Legendary Creature -- Phyrexian Angel</div><div><div>Flying, vigilance, deathtouch, lifelink</div><div>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.)</div></div><div><div>7/7</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Breeding Pool</div><div>Land -- Forest Island</div><div><div>({T}: Add {G} or {U}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                      | <div><div>Breeding Pool</div><div>Land -- Forest Island</div><div><div>({T}: Add {G} or {U}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                      | <div><div>Breeding Pool</div><div>Land -- Forest Island</div><div><div>({T}: Add {G} or {U}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                      |
| <div><div>Cavern of Souls</div><div>Land</div><div><div>As this land enters, choose a creature type.</div><div>{T}: Add {C}.</div><div>{T}: Add one mana of any color.</div><div>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                         | <div><div>Cavern of Souls</div><div>Land</div><div><div>As this land enters, choose a creature type.</div><div>{T}: Add {C}.</div><div>{T}: Add one mana of any color.</div><div>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cavern of Souls</div><div>Land</div><div><div>As this land enters, choose a creature type.</div><div>{T}: Add {C}.</div><div>{T}: Add one mana of any color.</div><div>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cavern of Souls</div><div>Land</div><div><div>As this land enters, choose a creature type.</div><div>{T}: Add {C}.</div><div>{T}: Add one mana of any color.</div><div>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Enigmatic Incarnation 26U</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Enigmatic Incarnation 26U</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Enigmatic Incarnation 26U</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Enigmatic Incarnation 26U</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Fatal Push B</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                     | <div><div><div>Fatal Push B</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                     | <div><div><div>Fatal Push B</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                     | <div><div><div>Fatal Push B</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                     |

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| <div><div>Floodfarm Verge</div><div>Land</div><div><div><div>{T}: Add {W}.</div><div>{T}: Add {U}. Activate only if you control a Plains or an Island.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Floodfarm Verge</div><div>Land</div><div><div><div>{T}: Add {W}.</div><div>{T}: Add {U}. Activate only if you control a Plains or an Island.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Floodfarm Verge</div><div>Land</div><div><div><div>{T}: Add {W}.</div><div>{T}: Add {U}. Activate only if you control a Plains or an Island.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Floodfarm Verge</div><div>Land</div><div><div><div>{T}: Add {W}.</div><div>{T}: Add {U}. Activate only if you control a Plains or an Island.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                               |
| <div><div>Gloomlake Verge</div><div>Land</div><div><div><div>{T}: Add {U}.</div><div>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>  | <div><div>Gloomlake Verge</div><div>Land</div><div><div><div>{T}: Add {U}.</div><div>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>  | <div><div>Gloomlake Verge</div><div>Land</div><div><div><div>{T}: Add {U}.</div><div>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>  | <div><div>Godless Shrine</div><div>Land -- Plains Swamp</div><div><div><div>{T}: Add {W} or {B}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Godless Shrine</div><div>Land -- Plains Swamp</div><div>{T}: Add {W} or {B}.)<br/>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>Hushwood Verge</div><div>Land</div><div>{T}: Add {G}.<br/>{T}: Add {W}. Activate only if you control a Forest or a Plains.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     | <div><div>Hushwood Verge</div><div>Land</div><div>{T}: Add {G}.<br/>{T}: Add {W}. Activate only if you control a Forest or a Plains.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     | <div><div>Hushwood Verge</div><div>Land</div><div>{T}: Add {G}.<br/>{T}: Add {W}. Activate only if you control a Forest or a Plains.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     |
| <div><div>Hushwood Verge</div><div>Land</div><div>{T}: Add {G}.<br/>{T}: Add {W}. Activate only if you control a Forest or a Plains.</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}.)<br/>This land enters tapped.<br/>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}.)<br/>This land enters tapped.<br/>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}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Indatha Triome</div> <div>Land -- Plains Swamp Forest</div> <div>{T}: Add {W}, {B}, or {G}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                             | <div>Kutzil's Flanker2W</div> <div>Creature -- Cat Warrior</div> <div>Flash<br/>When this creature enters, choose one --<br/>* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.<br/>* You gain 2 life and scry 2.<br/>* Exile target player's graveyard.</div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Leyline Binding5W</div> <div>Enchantment</div> <div>Flash<br/>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.<br/>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>Leyline Binding5W</div> <div>Enchantment</div> <div>Flash<br/>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.<br/>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>Leyline Binding5W</div> <div>Enchantment</div> <div>Flash<br/>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.<br/>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>Leyline Binding5W</div> <div>Enchantment</div> <div>Flash<br/>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.<br/>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>Linvala, the Preserver4WW</div> <div>Legendary Creature -- Angel</div> <div>Flying<br/>When Linvala enters, if an opponent has more life than you, you gain 5 life.<br/>When Linvala enters, if an opponent controls more creatures than you, create a 3/3 white Angel creature token with flying.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Nowhere to Run1B</div> <div>Enchantment</div> <div>Flash<br/>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.<br/>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div>Nowhere to Run</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div>Flash</div> <div>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.</div> <div>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.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Nowhere to Run</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div>Flash</div> <div>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.</div> <div>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.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                   | <div> <div>Nowhere to Run</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div>Flash</div> <div>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.</div> <div>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.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                      | <div> <div>Overgrown Tomb</div> </div> <div> <div>Land -- Swamp Forest</div> <div> <div> <div>{T}: Add {B} or {G}.</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                |
| <div> <div>Overgrown Tomb</div> </div> <div> <div>Land -- Swamp Forest</div> <div> <div> <div>{T}: Add {B} or {G}.</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                           | <div> <div>Overlord of the Boilerbilges</div> <div> <div>4</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Enchantment Creature -- Avatar Horror</div> <div> <div>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.)</div> <div>Whenever this permanent enters or attacks, it deals 4 damage to any target.</div> </div> <div> <div>5/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Overlord of the Floodpits</div> <div> <div>3</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Enchantment Creature -- Avatar Horror</div> <div> <div>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.)</div> <div>Flying</div> <div>Whenever this permanent enters or attacks, draw two cards, then discard a card.</div> </div> <div> <div>5/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Overlord of the Floodpits</div> <div> <div>3</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Enchantment Creature -- Avatar Horror</div> <div> <div>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.)</div> <div>Flying</div> <div>Whenever this permanent enters or attacks, draw two cards, then discard a card.</div> </div> <div> <div>5/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <p><b>Overlord of the Floodpits</b> 3UUU</p> <p>Enchantment Creature -- Avatar Horror</p> <p>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.)</p> <p>Flying</p> <p>Whenever this permanent enters or attacks, draw two cards, then discard a card.</p> <p>5/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                    | <p><b>Overlord of the Floodpits</b> 3UUU</p> <p>Enchantment Creature -- Avatar Horror</p> <p>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.)</p> <p>Flying</p> <p>Whenever this permanent enters or attacks, draw two cards, then discard a card.</p> <p>5/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                    | <p><b>Overlord of the Hauntwoods</b> 3GGG</p> <p>Enchantment Creature -- Avatar Horror</p> <p>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.)</p> <p>Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type.</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Overlord of the Hauntwoods</b> 3GGG</p> <p>Enchantment Creature -- Avatar Horror</p> <p>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.)</p> <p>Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type.</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Overlord of the Hauntwoods</b> 3GGG</p> <p>Enchantment Creature -- Avatar Horror</p> <p>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.)</p> <p>Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type.</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Overlord of the Hauntwoods</b> 3GGG</p> <p>Enchantment Creature -- Avatar Horror</p> <p>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.)</p> <p>Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type.</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Overlord of the Mistmoors</b> 5WWW</p> <p>Enchantment Creature -- Avatar Horror</p> <p>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.)</p> <p>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                              | <p><b>Overlord of the Mistmoors</b> 5WWW</p> <p>Enchantment Creature -- Avatar Horror</p> <p>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.)</p> <p>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                              |

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| <div>Overlord of the Mistmoors 5WW</div> <div>Enchantment Creature -- Avatar Horror</div> <div>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.)<br/>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Overlord of the Mistmoors 5WW</div> <div>Enchantment Creature -- Avatar Horror</div> <div>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.)<br/>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                         | <div>Skyclave Apparition 1WW</div> <div>Creature -- Kor Spirit</div> <div>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br/>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.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Spara's Headquarters</div> <div>Land -- Forest Plains Island</div> <div>{T}: Add {G}, {W}, or {U}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                      | <div>Spara's Headquarters</div> <div>Land -- Forest Plains Island</div> <div>{T}: Add {G}, {W}, or {U}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                      | <div>Spara's Headquarters</div> <div>Land -- Forest Plains Island</div> <div>{T}: Add {G}, {W}, or {U}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Spara's Headquarters</div> <div>Land -- Forest Plains Island</div> <div>{T}: Add {G}, {W}, or {U}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                          |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                              | <div>Up the Beanstalk1G</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>Up the Beanstalk1G</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>Up the Beanstalk1G</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>Up the Beanstalk1G</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>Vanishing VerseWB</div> <div>Instant</div> <div>Exile target monocolored permanent.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                        | <div>Vanishing VerseWB</div> <div>Instant</div> <div>Exile target monocolored permanent.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                        | <div>Vanishing VerseWB</div> <div>Instant</div> <div>Exile target monocolored permanent.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                        |

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| <div><div><div>Vanishing Verse</div><div><div>W</div><div>B</div></div></div><div><div>Instant</div><div>Exile target monocolored permanent.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                          | <div><div><div>Zagoth Triome</div></div><div><div>Land -- Swamp Forest Island</div><div>{T}: Add {B}, {G}, or {U}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                           | <div><div><div>Zagoth Triome</div></div><div><div>Land -- Swamp Forest Island</div><div>{T}: Add {B}, {G}, or {U}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                           | <div><div><div>Zagoth Triome</div></div><div><div>Land -- Swamp Forest Island</div><div>{T}: Add {B}, {G}, or {U}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                           |
| <div><div><div>Zur, Eternal Schemer</div><div><div>W</div><div>U</div><div>B</div></div></div><div><div>Legendary Creature -- Human Wizard</div><div>Flying<br/>Enchantment creatures you control<br/>have deathtouch, lifelink, and<br/>hexproof.<br/>{1}{W}: Target non-Aura enchantment<br/>you control becomes a creature in<br/>addition to its other types and has<br/>base power and base toughness each<br/>equal to its mana value.</div><div><div>1/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Zur, Eternal Schemer</div><div><div>W</div><div>U</div><div>B</div></div></div><div><div>Legendary Creature -- Human Wizard</div><div>Flying<br/>Enchantment creatures you control<br/>have deathtouch, lifelink, and<br/>hexproof.<br/>{1}{W}: Target non-Aura enchantment<br/>you control becomes a creature in<br/>addition to its other types and has<br/>base power and base toughness each<br/>equal to its mana value.</div><div><div>1/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Zur, Eternal Schemer</div><div><div>W</div><div>U</div><div>B</div></div></div><div><div>Legendary Creature -- Human Wizard</div><div>Flying<br/>Enchantment creatures you control<br/>have deathtouch, lifelink, and<br/>hexproof.<br/>{1}{W}: Target non-Aura enchantment<br/>you control becomes a creature in<br/>addition to its other types and has<br/>base power and base toughness each<br/>equal to its mana value.</div><div><div>1/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Zur, Eternal Schemer</div><div><div>W</div><div>U</div><div>B</div></div></div><div><div>Legendary Creature -- Human Wizard</div><div>Flying<br/>Enchantment creatures you control<br/>have deathtouch, lifelink, and<br/>hexproof.<br/>{1}{W}: Target non-Aura enchantment<br/>you control becomes a creature in<br/>addition to its other types and has<br/>base power and base toughness each<br/>equal to its mana value.</div><div><div>1/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |

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| <div>Archon of Emeria<div><div>2</div><div>W</div></div><div>Creature -- Archon</div><div>Flying</div><div>Each player can't cast more than one spell each turn.</div><div>Nonbasic lands your opponents control enter tapped.</div><div>[sideboard]</div><div><div>2/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Elesh Norn, Mother of Machines<div><div>4</div><div>W</div></div><div>Legendary Creature -- Phyrexian Praetor</div><div>Vigilance</div><div>If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.</div><div>Permanents entering don't cause abilities of permanents your opponents control to trigger.</div><div>[sideboard]</div><div><div>4/7</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Knockout Blow<div><div>2</div><div>W</div></div><div>Instant</div><div>This spell costs {2} less to cast if it targets a red creature.</div><div>Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Knockout Blow<div><div>2</div><div>W</div></div><div>Instant</div><div>This spell costs {2} less to cast if it targets a red creature.</div><div>Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div>Knockout Blow<div><div>2</div><div>W</div></div><div>Instant</div><div>This spell costs {2} less to cast if it targets a red creature.</div><div>Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div>Knockout Blow<div><div>2</div><div>W</div></div><div>Instant</div><div>This spell costs {2} less to cast if it targets a red creature.</div><div>Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                   | <div>Rest in Peace<div><div>1</div><div>W</div></div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.</div><div>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  | <div>Rest in Peace<div><div>1</div><div>W</div></div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.</div><div>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  |

4 R G

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 B B

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
lose 2 life.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

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

**B**

Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
lose 2 life.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
lose 2 life.

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ (W/U) (W/U)

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.

[sidebar]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev