

Abiding Grace (2)(W) <hr/> Enchantment <hr/> At the beginning of your end step, choose one -- * You gain 1 life. * Return target creature card with mana value 1 from your graveyard to the battlefield. <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Abiding Grace (2)(W) <hr/> Enchantment <hr/> At the beginning of your end step, choose one -- * You gain 1 life. * Return target creature card with mana value 1 from your graveyard to the battlefield. <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Eagles of the North (5)(W) <hr/> Creature -- Bird Soldier <hr/> Flying When this creature enters, creatures you control get +1/+0 and gain first strike until end of turn. Plainscycling {1} ({1}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.) <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Eagles of the North (5)(W) <hr/> Creature -- Bird Soldier <hr/> Flying When this creature enters, creatures you control get +1/+0 and gain first strike until end of turn. Plainscycling {1} ({1}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.) <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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<div><div><div>Emeria, the Sky Ruin</div><div>Land</div><div><p>This land enters tapped.</p><p>At the beginning of your upkeep, if you control seven or more Plains, you may return target creature card from your graveyard to the battlefield.</p><p>{T}: Add {W}.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Field of Ruin</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Flagstones of Trokair</div><div>Legendary Land</div><div><p>{T}: Add {W}.</p><p>When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Flagstones of Trokair</div><div>Legendary Land</div><div><p>{T}: Add {W}.</p><p>When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle.</p></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}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Guide of Souls</div> <div>Creature -- Human Cleric</div> <div> Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types. </div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Haywire Mite</div> <div>Artifact Creature -- Insect</div> <div> When this creature dies, you gain 2 life. {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment. </div> <div>1/1</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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Kami of False Hope</div> <div>Creature -- Spirit</div> <div> Sacrifice this creature: Prevent all combat damage that would be dealt this turn. </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div>Leyline Binding</div> <div>5W</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>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Martyr of Sands</div> <div>W</div> <div>Creature -- Human Cleric</div> <div>{1}, Reveal X white cards from your hand, Sacrifice this creature: You gain three times X life.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Martyr of Sands</div> <div>W</div> <div>Creature -- Human Cleric</div> <div>{1}, Reveal X white cards from your hand, Sacrifice this creature: You gain three times X life.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Martyr of Sands</div> <div>W</div> <div>Creature -- Human Cleric</div> <div>{1}, Reveal X white cards from your hand, Sacrifice this creature: You gain three times X life.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Novice Inspector</div> <div>W</div> <div>Creature -- Human Detective</div> <div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Plains</div> <div></div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Plains</div> <div></div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Plains</div> <div></div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

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<div>Ranger-Captain of Eos 1WW</div> <div>Creature -- Human Soldier Ranger</div> <div>When this creature enters, you may search your library for a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle. Sacrifice this creature: Your opponents can't cast noncreature spells this turn.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Ranger-Captain of Eos 1WW</div> <div>Creature -- Human Soldier Ranger</div> <div>When this creature enters, you may search your library for a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle. Sacrifice this creature: Your opponents can't cast noncreature spells this turn.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Ranger-Captain of Eos 1WW</div> <div>Creature -- Human Soldier Ranger</div> <div>When this creature enters, you may search your library for a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle. Sacrifice this creature: Your opponents can't cast noncreature spells this turn.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Raugrin Triome</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> <div>Sevinne's Reclamation</div> <div> <div>2</div> <div>W</div> </div> </div> <div>Sorcery</div> <div> Return target permanent card with mana value 3 or less from your graveyard to the battlefield. If this spell was cast from a graveyard, you may copy this spell and may choose a new target for the copy. Flashback {4}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.) </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> <div>Solitude</div> <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div>Creature -- Elemental Incarnation</div> <div> 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. </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> <div>Solitude</div> <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div>Creature -- Elemental Incarnation</div> <div> 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. </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> <div>Solitude</div> <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div>Creature -- Elemental Incarnation</div> <div> 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. </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
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<div> <div>The One Ring</div> <div> <div>4</div> </div> </div> <div> <div> <div>Legendary Artifact</div> <div> <div>Indestructible</div> <div>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</div> <div>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</div> <div>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>The One Ring</div> <div> <div>4</div> </div> </div> <div> <div> <div>Legendary Artifact</div> <div> <div>Indestructible</div> <div>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</div> <div>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</div> <div>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>The One Ring</div> <div> <div>4</div> </div> </div> <div> <div> <div>Legendary Artifact</div> <div> <div>Indestructible</div> <div>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</div> <div>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</div> <div>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>The One Ring</div> <div> <div>4</div> </div> </div> <div> <div> <div>Legendary Artifact</div> <div> <div>Indestructible</div> <div>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</div> <div>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</div> <div>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>White Orchid Phantom</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div> <div>Creature -- Spirit Knight</div> <div> <div>Flying, first strike</div> <div>When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> </div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>White Orchid Phantom</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div> <div>Creature -- Spirit Knight</div> <div> <div>Flying, first strike</div> <div>When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> </div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>White Orchid Phantom</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div> <div>Creature -- Spirit Knight</div> <div> <div>Flying, first strike</div> <div>When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> </div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>White Orchid Phantom</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div> <div>Creature -- Spirit Knight</div> <div> <div>Flying, first strike</div> <div>When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> </div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

<div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Wrath of God2WW</div><div>Sorcery</div><div>Destroy all creatures. They can't be regenerated.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Wrath of God2WW</div><div>Sorcery</div><div>Destroy all creatures. They can't be regenerated.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Celestial Purge1W</div><div>Instant</div><div>Exile target black or red permanent. [sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Celestial Purge1W</div><div>Instant</div><div>Exile target black or red permanent. [sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Containment Priest1W</div><div>Creature -- Human Cleric</div><div>Flash If a nontoken creature would enter and it wasn't cast, exile it instead. [sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Containment Priest1W</div><div>Creature -- Human Cleric</div><div>Flash If a nontoken creature would enter and it wasn't cast, exile it instead. [sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> Drannith Magistrate 1W </div> <div> Creature -- Human Wizard </div> <div> Your opponents can't cast spells from anywhere other than their hands. </div> <div> [sideboard] </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Drannith Magistrate 1W </div> <div> Creature -- Human Wizard </div> <div> Your opponents can't cast spells from anywhere other than their hands. </div> <div> [sideboard] </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Elesh Norn, Mother of Machines 4W </div> <div> Legendary Creature -- Phyrexian Praetor </div> <div> 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. </div> <div> [sideboard] </div> <div> <div>4/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Elesh Norn, Mother of Machines 4W </div> <div> Legendary Creature -- Phyrexian Praetor </div> <div> 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. </div> <div> [sideboard] </div> <div> <div>4/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Haywire Mite 1 </div> <div> Artifact Creature -- Insect </div> <div> When this creature dies, you gain 2 life. {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment. </div> <div> [sideboard] </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Leyline of Sanctity 2WW </div> <div> Enchantment </div> <div> If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.) </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Leyline of Sanctity 2WW </div> <div> Enchantment </div> <div> If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.) </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> The Stone Brain 2 </div> <div> Legendary Artifact </div> <div> {2}, {T}, Exile The Stone Brain: 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. Activate only as a sorcery. </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

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