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 $\{1\}, \{T\}$: Add $\{W\}\{U\}$.

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① U U

Buyback {3} (You may pay an additional {3} as you cast this spell. If you do, put this card into your hand as it resolves.)
Return target permanent to its owner's hand.

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Counter target spell unless its controller pays {X}. Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

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Counter target spell.

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UU

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UU

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 U U

Counter target spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. You may shuffle up to four target cards from your graveyard into your library.

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2 U U

Counter target spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. You may shuffle up to four target cards from your graveyard into your library.

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Energy Refractor Artifact When this artifact enters, draw a card. {2}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exile Instant Exile target nonwhite attacking creature. You gain life equal to its toughness. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Expedition Map Artifact {2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Expedition Map Artifact {2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Glacial Floodplain Snow Land -- Plains Island (T}: Add W} or U}.) This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Impulse Instant Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island (T}: Add U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island (T}: Add U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Island Basic Land -- Island (T): Add U.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lembas2 Artifact -- Food When this artifact enters, scry 1, then draw a card. {2}, {T}, Sacrifice this artifact: You gain 3 life. When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lembas2 Artifact -- Food When this artifact enters, scry 1, then draw a card. {2}, {T}, Sacrifice this artifact: You gain 3 life. When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lórien Revealed3UU 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 Revealed3UU 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 Revealed3UU 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	Mental Journey4UU Instant Draw three cards. Basic landcycling {1}{U} ({1}{U}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mental Journey4UU Instant Draw three cards. Basic landcycling {1}{U} ({1}{U}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mystical Teachings 3 U Instant Search your library for an instant card or a card with flash, reveal it, put it into your hand, then shuffle. Flashback {5}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Teachings 3 U Instant Search your library for an instant card or a card with flash, reveal it, put it into your hand, then shuffle. Flashback {5}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phantom Interference U Instant Spree (Choose one or more additional costs.) + {3} -- Create a 2/2 white Spirit creature token with flying. + {1} -- Counter target spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phantom Interference U Instant Spree (Choose one or more additional costs.) + {3} -- Create a 2/2 white Spirit creature token with flying. + {1} -- Counter target spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Phantom Interference U Instant Spree (Choose one or more additional costs.) + {3} -- Create a 2/2 white Spirit creature token with flying. + {1} -- Counter target spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prophetic Prism 2 Artifact When this artifact enters, draw a card. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prophetic Prism 2 Artifact When this artifact enters, draw a card. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Repeat X U Instant Return target nonland permanent with mana value X to its owner's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ride's End 4 W Instant This spell costs {3} less to cast if it targets a tapped permanent. Exile target creature or Vehicle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ride's End 4 W Instant This spell costs {3} less to cast if it targets a tapped permanent. Exile target creature or Vehicle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ride's End 4 W Instant This spell costs {3} less to cast if it targets a tapped permanent. Exile target creature or Vehicle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Riot Control 2 W Instant You gain 1 life for each creature your opponents control. Prevent all damage that would be dealt to you this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Syncopate X U Instant Counter target spell unless its controller pays {X}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thraben Charm 1 W Instant Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tranquil Cove Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tranquil Cove Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tranquil Cove Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ulamog's Crusher Creature -- Eldrazi Annihilator 2 (Whenever this creature attacks, defending player sacrifices two permanents of their choice.) This creature attacks each combat if able. 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ulamog's Crusher Creature -- Eldrazi Annihilator 2 (Whenever this creature attacks, defending player sacrifices two permanents of their choice.) This creature attacks each combat if able. 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Union of the Third Path Instant Draw a card, then you gain life equal to the number of cards in your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Union of the Third Path Instant Draw a card, then you gain life equal to the number of cards in your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Union of the Third Path Instant Draw a card, then you gain life equal to the number of cards in your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urza's Mine Land -- Urza's Mine {T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Urza's Power Plant Land -- Urza's Power-Plant {T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Power Plant Land -- Urza's Power-Plant {T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Power Plant Land -- Urza's Power-Plant {T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Tower Land -- Urza's Tower {T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Urza's Tower Land -- Urza's Tower {T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Tower Land -- Urza's Tower {T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Tower Land -- Urza's Tower {T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Whispers of the Muse Instant Buyback {5} (You may pay an additional {5} as you cast this spell. If you do, put this card into your hand as it resolves.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Allay Instant Buyback {3} (You may pay an additional {3} as you cast this spell. If you do, put this card into your hand as it resolves.) Destroy target enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blue Elemental Blast Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blue Elemental Blast Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blue Elemental Blast Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Breath Weapon 2 R Instant Breath Weapon deals 2 damage to each non-Dragon creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Celestial Flare W W Instant Target player sacrifices an attacking or blocking creature of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Murmuring Mystic 3 U Creature -- Human Wizard Whenever you cast an instant or sorcery spell, create a 1/1 blue Bird Illusion creature token with flying. [sideboard] 1/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Palace Sentinels 3 W Creature -- Human Soldier When this creature enters, you become the monarch. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Relic of Progenitus 1 Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Relic of Progenitus 1 Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shattering Pulse 1 R Instant Buyback {3} (You may pay an additional {3} as you cast this spell. If you do, put this card into your hand as it resolves.) Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Standard Bearer 1 W Creature -- Human Flagbearer While an opponent is choosing targets as part of casting a spell they control or activating an ability they control, that player must choose at least one Flagbearer on the battlefield if able. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Standard Bearer 1W Creature -- Human Flagbearer While an opponent is choosing targets as part of casting a spell they control or activating an ability they control, that player must choose at least one Flagbearer on the battlefield if able. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Standard Bearer 1W Creature -- Human Flagbearer While an opponent is choosing targets as part of casting a spell they control or activating an ability they control, that player must choose at least one Flagbearer on the battlefield if able. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stonehorn Dignitary 3W Creature -- Rhino Soldier When this creature enters, target opponent skips their next combat phase. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	