

Dream's Grip U Instant Choose one -- * Tap target permanent. * Untap target permanent. Entwine {1} (Choose both if you pay the entwine cost.)	Dream's Grip U Instant Choose one -- * Tap target permanent. * Untap target permanent. Entwine {1} (Choose both if you pay the entwine cost.)	Dream's Grip U Instant Choose one -- * Tap target permanent. * Untap target permanent. Entwine {1} (Choose both if you pay the entwine cost.)	Dream's Grip U Instant Choose one -- * Tap target permanent. * Untap target permanent. Entwine {1} (Choose both if you pay the entwine cost.)
Empty the Warrens 3R Sorcery Create two 1/1 red Goblin creature tokens. Storm (When you cast this spell, copy it for each spell cast before it this turn.)	First Day of Class 1R Instant Whenever a creature you control enters this turn, put a +1/+1 counter on it and it gains haste until end of turn. Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)	Grapeshot 1R Sorcery Grapeshot deals 1 damage to any target. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)	Grapeshot 1R Sorcery Grapeshot deals 1 damage to any target. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)
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Ideas Unbound UU Sorcery -- Arcane Draw three cards. Discard three cards at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ideas Unbound UU Sorcery -- Arcane Draw three cards. Discard three cards at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ideas Unbound UU Sorcery -- Arcane Draw three cards. Discard three cards at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ideas Unbound UU Sorcery -- Arcane Draw three cards. Discard three cards at the beginning of the next end step. 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	Lotus Field Land Hexproof This land enters tapped. When this land enters, sacrifice two lands. {T}: Add three mana of any one color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Field Land Hexproof This land enters tapped. When this land enters, sacrifice two lands. {T}: Add three mana of any one color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Peer Through Depths 1 U Instant -- Arcane Look at the top five cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Preordain U Sorcery Scry 2, then draw a card. (To 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Preordain U Sorcery Scry 2, then draw a card. (To 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Preordain U Sorcery Scry 2, then draw a card. (To 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Serum Visions U Sorcery Draw a card. Scry 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Silundi Vision 2U Instant Look at the top six cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. BACK FACE Silundi Isle Land This land enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Silundi Vision 2U Instant Look at the top six cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. BACK FACE Silundi Isle Land This land enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Silundi Vision 2U Instant Look at the top six cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. BACK FACE Silundi Isle Land This land enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Silundi Vision 2U Instant Look at the top six cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. BACK FACE Silundi Isle Land This land enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sink into Stupor 1UU Instant Return target spell or nonland permanent an opponent controls to its owner's hand. BACK FACE Soporific Springs Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sink into Stupor 1UU Instant Return target spell or nonland permanent an opponent controls to its owner's hand. BACK FACE Soporific Springs Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sink into Stupor 1UU Instant Return target spell or nonland permanent an opponent controls to its owner's hand. BACK FACE Soporific Springs Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sink into Stupor ①UU Instant Return target spell or nonland permanent an opponent controls to its owner's hand. ----- BACK FACE ----- Soporific Springs Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Epiphany Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Epiphany Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Epiphany Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Temple of Epiphany Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Twiddle U Instant You may tap or untap target artifact, creature, or land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Twiddle U Instant You may tap or untap target artifact, creature, or land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Twiddle U Instant You may tap or untap target artifact, creature, or land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

U

You may tap or untap target artifact, creature, or land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

`{T}: Untap another target permanent.
Cycling {1}{U} ({1}{U}, Discard this
card: Draw a card.)
When you cycle this card, untap
target permanent.`

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/3

② ③

`{T}: Untap another target permanent.
Cycling {1}{U} ({1}{U}, Discard this
card: Draw a card.)
when you cycle this card, untap
target permanent.`

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/3

②③

{T}: Untap another target permanent.
Cycling **{1}{U}** (**{1}{U}**, Discard this card: Draw a card.)
When you cycle this card, untap target permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/3

②③

{T}: Untap another target permanent.
Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.)
When you cycle this card, untap target permanent.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(X)(U)(U)

You may exile a blue card with mana value X from your hand rather than pay this spell's mana cost. Counter target spell if its mana value is X.

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

(X)(U)(U)

You may exile a blue card with mana value X from your hand rather than pay this spell's mana cost. Counter target spell if its mana value is X .

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

(X)(U)(U)

You may exile a blue card with mana value X from your hand rather than pay this spell's mana cost. Counter target spell if its mana value is X.

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

Echoing Truth 1 U Instant Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Echoing Truth 1 U Instant Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Empty the Warrens 3 R Sorcery Create two 1/1 red Goblin creature tokens. Storm (When you cast this spell, copy it for each spell cast before it this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	First Day of Class 1 R Instant Whenever a creature you control enters this turn, put a +1/+1 counter on it and it gains haste until end of turn. Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Gerald, the Fleshwright 2 U Legendary Creature -- Human Warlock Whenever you cast a spell during your turn other than your first spell that turn, create a 2/2 blue and black Zombie Rogue creature token. Whenever a Zombie you control enters, put a +1/+1 counter on it for each other Zombie that entered the battlefield under your control this turn. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grapeshot 1 R Sorcery Grapeshot deals 1 damage to any target. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Past in Flames 3 R Sorcery Each instant and sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. Flashback {4}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ral, Crackling Wit 2 U R Legendary Planeswalker -- Ral Whenever you cast a noncreature spell, put a loyalty counter on Ral. [+1]: Create a 1/1 blue and red Otter creature token with prowess. [-3]: Draw three cards, then discard two cards. [-10]: Draw three cards. You get an emblem with "Instant and sorcery spells you cast have storm." (Whenever you cast an instant or sorcery spell, copy it for each spell cast before it this turn.) [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Repeal

X

U

Instant

Return target nonland permanent with mana value X to its owner's hand.
Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Repeal

X

U

Instant

Return target nonland permanent with mana value X to its owner's hand.
Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Repeal

X

U

Instant

Return target nonland permanent with mana value X to its owner's hand.
Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Repeal

X

U

Instant

Return target nonland permanent with mana value X to its owner's hand.
Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

