

① R

Choose one --

- * Abrade deals 3 damage to target creature.
- * Destroy target artifact.

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③ ④

Return all attacking creatures to their owner's hand.

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Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {G} or {U}.

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®

Kicker {4} (You may pay an additional {4} as you cast this spell.)
Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

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① B/G

Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.

④ G/W G/W

Destroy all artifacts and enchantments.

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④ R R

Whenever you cast an instant or sorcery spell, copy it. You may choose new targets for the copy. This ability triggers only once each turn.

[+2]: Add two mana in any combination of colors.

[+1]: Exile the top five cards of your library. Until the end of your next turn, you may cast an instant or sorcery spell from among those exiled cards.

[-X]: Chandra deals x damage to each of up to two targets.

L 5

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Chandra, Hope's Beacon 4 R R Legendary Planeswalker -- Chandra Whenever you cast an instant or sorcery spell, copy it. You may choose new targets for the copy. This ability triggers only once each turn. [+2]: Add two mana in any combination of colors. [+1]: Exile the top five cards of your library. Until the end of your next turn, you may cast an instant or sorcery spell from among those exiled cards. [-X]: Chandra deals X damage to each of up to two targets. L5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cori Mountain Monastery Land This land enters tapped unless you control a Plains or an Island. {T}: Add {R}. {3}{R}, {T}: Exile the top card of your library. Until the end of your next turn, you may play that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Demolition Field Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doppelgang X X X G U Sorcery For each of X target permanents, create X tokens that are copies of that permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Doppelgang X X X G U Sorcery For each of X target permanents, create X tokens that are copies of that permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ephara's Dispersal 2 U Instant This spell costs {2} less to cast if it targets an attacking creature. Return target creature to its owner's hand. Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ephara's Dispersal 2 U Instant This spell costs {2} less to cast if it targets an attacking creature. Return target creature to its owner's hand. Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ill-Timed Explosion 2UR

Sorcery

Draw two cards. Then you may discard two cards. When you do, Ill-Timed Explosion deals X damage to each creature, where X is the greatest mana value among cards discarded this way.

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Island

Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

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Mazemind Tome (2)

Artifact -- Book

{T}, Put a page counter on this artifact: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

{2}, {T}, Put a page counter on this artifact: Draw a card.

When there are four or more page counters on this artifact, exile it. If you do, you gain 4 life.

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{T}, Put a page counter on this artifact: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

{2}, {T}, Put a page counter on this artifact: Draw a card.

When there are four or more page counters on this artifact, exile it. If you do, you gain 4 life.

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Mistrise Village

Land

This land enters tapped unless you control a Mountain or a Forest.
{T}: Add {U}.
{U}, {T}: The next spell you cast this turn can't be countered.

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Mountain

Basic Land -- Mountain

$$(\{T\} : \text{Add } \{R\}.)$$

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Phantom Interference 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 PLAYbotbox.dev	Phantom Interference 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 PLAYbotbox.dev	Phantom Interference 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 PLAYbotbox.dev	Restless Vinestalk Land This land enters tapped. {T}: Add {G} or {U}. {3}{G}{U}: Until end of turn, this land becomes a 5/5 green and blue Plant creature with trample. It's still a land. Whenever this land attacks, up to one other target creature has base power and toughness 3/3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Restless Vinestalk Land This land enters tapped. {T}: Add {G} or {U}. {3}{G}{U}: Until end of turn, this land becomes a 5/5 green and blue Plant creature with trample. It's still a land. Whenever this land attacks, up to one other target creature has base power and toughness 3/3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverpyre Verge Land {T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverpyre Verge Land {T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Songcrafter Mage G U R Creature -- Human Bard Flash When this creature enters, target instant or sorcery card in your graveyard gains harmonize until end of turn. Its harmonize cost is equal to its mana cost. (You may cast that card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile the spell.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Songcrafter Mage G U R Creature -- Human Bard Flash When this creature enters, target instant or sorcery card in your graveyard gains harmonize until end of turn. Its harmonize cost is equal to its mana cost. (You may cast that card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile the spell.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Stock Up 2U Sorcery Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stock Up 2U Sorcery Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stock Up 2U Sorcery Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Mystery 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 {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Temple of Mystery 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 {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Mystery 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 {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	This Town Ain't Big Enough 4U Instant This spell costs {3} less to cast if it targets a permanent you control. Return up to two target nonland permanents to their owners' hands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	This Town Ain't Big Enough 4U Instant This spell costs {3} less to cast if it targets a permanent you control. Return up to two target nonland permanents to their owners' hands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

U

Spree (Choose one or more additional costs.)

```
+ {1}{U} -- Counter target spell.
+ {3} -- Create a token that's a
copy of target artifact or creature
you control.
+ {2} -- Draw two cards, then
discard a card.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Spree (Choose one or more additional costs.)

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you control.
+ {2} -- Draw two cards, then
discard a card.
```

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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 PLAY botbox.dev

Land -- Island Mountain

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 This land enters tapped.
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 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.)

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⑦

Legendary Planeswalker -- Ugin

When you cast this spell, exile up to one target permanent that's one or more colors.

Whenever you cast a colorless spell, exile up to one target permanent that's one or more colors.

[+2]: You gain 3 life and draw a card.

[0]: Add {C}{C}{C}.

[-11]: Search your library for any number of colorless nonland cards, exile them, then shuffle. Until end of turn, you may cast those cards without paying their mana costs.

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Willowrush Verge Land {T}: Add {U}. {T}: Add {G}. Activate only if you control a Forest or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Willowrush Verge Land {T}: Add {U}. {T}: Add {G}. Activate only if you control a Forest or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yavimaya Coast Land {T}: Add {C}. {T}: Add {G} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yavimaya Coast Land {T}: Add {C}. {T}: Add {G} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Abrade Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abrade Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abrade Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aetherize Instant Return all attacking creatures to their owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Return all attacking creatures to their owner's hand.

[sidebar]

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① R R

```
Choose one --
* Brotherhood's End deals 3 damage
to each creature and each
planeswalker.
* Destroy all artifacts with mana
value 3 or less.
```

[sidebar]

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② ③

This spell costs {2} less to cast if it targets an attacking creature. Return target creature to its owner's hand. **Surveil 2.** (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}: Exile target card from a graveyard.

{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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[sideboard]

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[sideboard]

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① ⑥

Choose one --

- * Destroy target artifact.
- * Destroy target enchantment.
- * Exile up to one target card from a graveyard. Draw a card.

[sidebar]

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① ② G

Choose one --

- * Destroy target artifact.
- * Destroy target enchantment.
- * Exile up to one target card from a graveyard. Draw a card.

[sideboard]

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Pawpatch Formation 1 6 Instant Choose one -- * Destroy target creature with flying. * Destroy target enchantment. * Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pawpatch Formation 1 6 Instant Choose one -- * Destroy target creature with flying. * Destroy target enchantment. * Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Riverchurn Monument 1 U Artifact {1}, {T}: Any number of target players each mill two cards. (Each of them puts the top two cards of their library into their graveyard.) Exhaust -- {2}{U}{U}, {T}: Any number of target players each mill cards equal to the number of cards in their graveyard. (Activate each exhaust ability only once.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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