

Aquamoeba 1 U Creature -- Elemental Beast Discard a card: Switch this creature's power and toughness until end of turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aquamoeba 1 U Creature -- Elemental Beast Discard a card: Switch this creature's power and toughness until end of turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aquamoeba 1 U Creature -- Elemental Beast Discard a card: Switch this creature's power and toughness until end of turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aquamoeba 1 U Creature -- Elemental Beast Discard a card: Switch this creature's power and toughness until end of turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Arrogant Wurm 3 G G Creature -- Wurm Trample Madness {2}{G} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arrogant Wurm 3 G G Creature -- Wurm Trample Madness {2}{G} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arrogant Wurm 3 G G Creature -- Wurm Trample Madness {2}{G} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arrogant Wurm 3 G G Creature -- Wurm Trample Madness {2}{G} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

G

{1}{6}: This creature gets +2/+2 until end of turn. Activate only once each turn.

Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

1/1

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{1}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn.

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1/1

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U

Draw two cards, then discard two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

{T}: Add {U}. This land deals 1 damage to you.

Threshold -- {U}, {T}, Sacrifice this land: Target player draws three cards, then discards three cards. Activate only if there are seven or more cards in your graveyard.

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Instant
Counter target spell unless its controller pays {1} for each card in your graveyard.
Madness {U} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothx.dev

Instant
Counter target spell unless its controller pays {1} for each card in your graveyard.
Madness {U} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothx.dev

Instant
Counter target spell unless its controller pays {1} for each card in your graveyard.
Madness {U} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.de

Instant

Counter target spell unless its controller pays {1} for each card in your graveyard.

Madness {U} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Instant

You may return an Island you control to its owner's hand rather than pay this spell's mana cost. Counter target spell unless its controller pays {1}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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You may return an Island you control to its owner's hand rather than pay this spell's mana cost. Counter target spell unless its controller pays {1}.

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You may return an Island you control to its owner's hand rather than pay this spell's mana cost. Counter target spell unless its controller pays {1}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.de

Deep Analysis 3 U Sorcery Target player draws two cards. Flashback-- {1}{U} , Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deep Analysis 3 U Sorcery Target player draws two cards. Flashback-- {1}{U} , Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deep Analysis 3 U Sorcery Target player draws two cards. Flashback-- {1}{U} , Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deep Analysis 3 U Sorcery Target player draws two cards. Flashback-- {1}{U} , Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Forest Basic Land -- Forest {T} : Add {G} . PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T} : Add {G} . PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T} : Add {G} . PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T} : Add {G} . PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Frantic Search2U Instant Draw two cards, then discard two cards. Untap up to three lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Frantic Search2U Instant Draw two cards, then discard two cards. Untap up to three lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Frantic Search2U Instant Draw two cards, then discard two cards. Untap up to three lands. 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

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Roar of the Wurm66 Sorcery Create a 6/6 green Wurm creature token. Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roar of the Wurm66 Sorcery Create a 6/6 green Wurm creature token. Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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{U}, {T}, Discard a card: Return target creature to its owner's hand.

1/1

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① ②

Discard a card: This creature gets +1/+1 and becomes the color of your choice until end of turn.

2/2

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① ⑥

Discard a card: This creature gets +1/+1 and becomes the color of your choice until end of turn.

2/2

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

Discard a card: This creature gets +1/+1 and becomes the color of your choice until end of turn.

2/2

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③ ④

Flying
As long as this card is in your graveyard and you control an Island, creatures you control have flying.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(3) (U)

Flying
As long as this card is in your graveyard and you control an Island, creatures you control have flying.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Flying
As long as this card is in your graveyard and you control an Island, creatures you control have flying.

2/2

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

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{T}: Add {C}.
{T}: Add {G} or {U}. This land deals
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{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yavimaya Coast

Land

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{T}: Add {C}.
{T}: Add {G} or {U}. This land deals
1 damage to you.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Elemental Blast (U)

Instant

Choose one --

- * Counter target red spell.
- * Destroy target red permanent.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Elemental Blast (U)

Instant

Choose one --

- * Counter target red spell.
- * Destroy target red permanent.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Elemental Blast (U)

Instant

Choose one --

- * Counter target red spell.
- * Destroy target red permanent.

[sidebar]

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Naturalize (1)(G)

Instant

Destroy target artifact or enchantment.

[sideboard]

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① ② G

Destroy target artifact or enchantment.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

Destroy target artifact or enchantment.

[sideboard]

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{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑥

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①⑥

Destroy all non-Aura enchantments.

[sideboard]

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Tranquil Domain 16 Instant Destroy all non-Aura enchantments. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Waterfront Bouncer 1U Creature -- Merfolk Spellshaper {U}, {T}, Discard a card: Return target creature to its owner's hand. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Waterfront Bouncer 1U Creature -- Merfolk Spellshaper {U}, {T}, Discard a card: Return target creature to its owner's hand. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	