

Aluren 2 G G Enchantment Any player may cast creature spells with mana value 3 or less without paying their mana costs and as though they had flash. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aluren 2 G G Enchantment Any player may cast creature spells with mana value 3 or less without paying their mana costs and as though they had flash. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aluren 2 G G Enchantment Any player may cast creature spells with mana value 3 or less without paying their mana costs and as though they had flash. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aluren 2 G G Enchantment Any player may cast creature spells with mana value 3 or less without paying their mana costs and as though they had flash. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cavern Harpy U B Creature -- Harpy Beast Flying When this creature enters, return a blue or black creature you control to its owner's hand. Pay 1 life: Return this creature to its owner's hand. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavern Harpy U B Creature -- Harpy Beast Flying When this creature enters, return a blue or black creature you control to its owner's hand. Pay 1 life: Return this creature to its owner's hand. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavern Harpy U B Creature -- Harpy Beast Flying When this creature enters, return a blue or black creature you control to its owner's hand. Pay 1 life: Return this creature to its owner's hand. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavern Harpy U B Creature -- Harpy Beast Flying When this creature enters, return a blue or black creature you control to its owner's hand. Pay 1 life: Return this creature to its owner's hand. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Chain of Vapor Instant Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chain of Vapor Instant Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chain of Vapor Instant Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cloud of Faeries Creature -- Faerie Flying When this creature enters, untap up to two lands. Cycling {2} ({2}, Discard this card: Draw a card.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cloud of Faeries Creature -- Faerie Flying When this creature enters, untap up to two lands. Cycling {2} ({2}, Discard this card: Draw a card.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cloud of Faeries Creature -- Faerie Flying When this creature enters, untap up to two lands. Cycling {2} ({2}, Discard this card: Draw a card.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Flash of Insight X 1 U Instant Look at the top X cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. Flashback--{1}{U}, Exile X blue cards from your graveyard. (You may cast this card from your graveyard for its flashback cost, then exile it. You can't exile Flash of Insight to pay for its own flashback cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flash of Insight X 1 U Instant Look at the top X cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. Flashback--{1}{U}, Exile X blue cards from your graveyard. (You may cast this card from your graveyard for its flashback cost, then exile it. You can't exile Flash of Insight to pay for its own flashback cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flash of Insight X 1 U Instant Look at the top X cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. Flashback--{1}{U}, Exile X blue cards from your graveyard. (You may cast this card from your graveyard for its flashback cost, then exile it. You can't exile Flash of Insight to pay for its own flashback cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Havenwood Battleground Land This land enters tapped. {T}: Add {G}. {T}, Sacrifice this land: Add {G}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Havenwood Battleground Land This land enters tapped. {T}: Add {G}. {T}, Sacrifice this land: Add {G}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Havenwood Battleground Land This land enters tapped. {T}: Add {G}. {T}, Sacrifice this land: Add {G}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Havenwood Battleground Land This land enters tapped. {T}: Add {G}. {T}, Sacrifice this land: Add {G}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hickory Woodlot Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {G}{G}. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hickory Woodlot Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {G}{G}. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hickory Woodlot Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {G}{G}. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hickory Woodlot Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {G}{G}. If there are no depletion counters on this land, sacrifice it. 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
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	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	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	Intuition Instant Search your library for three cards and reveal them. Target opponent chooses one. Put that card into your hand and the rest into your graveyard. Then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Intuition 2 U Instant Search your library for three cards and reveal them. Target opponent chooses one. Put that card into your hand and the rest into your graveyard. Then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Intuition 2 U Instant Search your library for three cards and reveal them. Target opponent chooses one. Put that card into your hand and the rest into your graveyard. Then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Man-o'-War 2U Creature -- Jellyfish When this creature enters, return target creature to its owner's hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Man-o'-War 2U Creature -- Jellyfish When this creature enters, return target creature to its owner's hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Man-o'-War 2U Creature -- Jellyfish When this creature enters, return target creature to its owner's hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Man-o'-War 2U Creature -- Jellyfish When this creature enters, return target creature to its owner's hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Raven Familiar 2 U Creature -- Bird Flying Echo {2}{U} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) When this creature enters, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Raven Familiar 2 U Creature -- Bird Flying Echo {2}{U} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) When this creature enters, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Raven Familiar 2 U Creature -- Bird Flying Echo {2}{U} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) When this creature enters, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Raven Familiar 2 U Creature -- Bird Flying Echo {2}{U} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) When this creature enters, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Rishadan Cutpurse 2 U Creature -- Human Pirate When this creature enters, each opponent sacrifices a permanent of their choice unless they pay {1}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul Warden W Creature -- Human Cleric Whenever another creature enters, you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul Warden W Creature -- Human Cleric Whenever another creature enters, you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul Warden W Creature -- Human Cleric Whenever another creature enters, you gain 1 life. 1/1 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	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
Chain of Vapor Instant Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Compost Enchantment Whenever a black card is put into an opponent's graveyard from anywhere, you may draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Compost Enchantment Whenever a black card is put into an opponent's graveyard from anywhere, you may draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Compost Enchantment Whenever a black card is put into an opponent's graveyard from anywhere, you may draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Masticore (4) Artifact Creature -- Masticore At the beginning of your upkeep, sacrifice this creature unless you discard a card. {2}: This creature deals 1 damage to target creature. {2}: Regenerate this creature. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Masticore (4) Artifact Creature -- Masticore At the beginning of your upkeep, sacrifice this creature unless you discard a card. {2}: This creature deals 1 damage to target creature. {2}: Regenerate this creature. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Masticore (4) Artifact Creature -- Masticore At the beginning of your upkeep, sacrifice this creature unless you discard a card. {2}: This creature deals 1 damage to target creature. {2}: Regenerate this creature. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Show and Tell (2)(U) Sorcery Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Show and Tell (2)(U) Sorcery Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Show and Tell (2)(U) Sorcery Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tsabo's Web (2) Artifact When this artifact enters, draw a card. Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Xantid Swarm (6) Creature -- Insect Flying Whenever this creature attacks, defending player can't cast spells this turn. [sideboard] 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Flying
Whenever this creature attacks,
defending player can't cast spells
this turn.

0/1

G

Flying
Whenever this creature attacks,
defending player can't cast spells
this turn.

0/1

Ⓒ

Flying
Whenever this creature attacks,
defending player can't cast spells
this turn.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev