

① ② W

When this enchantment enters, airbend up to one target creature. Whenever a creature you control enters, put a quest counter on this enchantment.

At the beginning of your end step, if this enchantment has four or more quest counters on it, exile up to one target creature you control, then return it to the battlefield under its owner's control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land - - Desert

When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

{T}: Add {C}.

{1}, {T}: Add one mana of any color.

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Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Return up to two target creature cards each with mana value 2 or less from your graveyard to the battlefield. If the gift was promised, instead return up to three target creature cards each with mana value 2 or less from your graveyard to the battlefield.

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Hidden Grotto Land When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hidden Grotto Land When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Patchwork Banner3 Artifact As this artifact enters, choose a creature type. Creatures you control of the chosen type get +1/+1. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Patchwork Banner3 Artifact As this artifact enters, choose a creature type. Creatures you control of the chosen type get +1/+1. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raise the Past 2WW Sorcery Return all creature cards with mana value 2 or less from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Requisition Raid W Sorcery Spree (Choose one or more additional costs.) + {1} -- Destroy target artifact. + {1} -- Destroy target enchantment. + {1} -- Put a +1/+1 counter on each creature target player controls. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Requisition Raid W Sorcery Spree (Choose one or more additional costs.) + {1} -- Destroy target artifact. + {1} -- Destroy target enchantment. + {1} -- Put a +1/+1 counter on each creature target player controls. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Family Reunion 1W Instant Choose one -- * Creatures you control get +1/+1 until end of turn. * Creatures you control gain hexproof until end of turn. (They can't be the targets of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Family Reunion 1W Instant Choose one -- * Creatures you control get +1/+1 until end of turn. * Creatures you control gain hexproof until end of turn. (They can't be the targets of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Family Reunion 1W Instant Choose one -- * Creatures you control get +1/+1 until end of turn. * Creatures you control gain hexproof until end of turn. (They can't be the targets of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Family Reunion 1W Instant Choose one -- * Creatures you control get +1/+1 until end of turn. * Creatures you control gain hexproof until end of turn. (They can't be the targets of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Focus Fire Instant Focus Fire deals X damage to target attacking or blocking creature, where X is 2 plus the number of creatures and/or Spacecraft you control. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hinterland Sanctifier Creature -- Rabbit Cleric Whenever another creature you control enters, you gain 1 life. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hinterland Sanctifier Creature -- Rabbit Cleric Whenever another creature you control enters, you gain 1 life. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hinterland Sanctifier Creature -- Rabbit Cleric Whenever another creature you control enters, you gain 1 life. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Hinterland Sanctifier Creature -- Rabbit Cleric Whenever another creature you control enters, you gain 1 life. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ride's End Instant This spell costs {3} less to cast if it targets a tapped permanent. Exile target creature or Vehicle. [sideboard] 4W PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ride's End Instant This spell costs {3} less to cast if it targets a tapped permanent. Exile target creature or Vehicle. [sideboard] 4W PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ride's End Instant This spell costs {3} less to cast if it targets a tapped permanent. Exile target creature or Vehicle. [sideboard] 4W PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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This spell costs {3} less to cast if it targets a tapped permanent.
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② ② W

Ward {2} (Whenever this enchantment becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)

When this enchantment enters, exile target artifact, creature, or enchantment an opponent controls until this enchantment leaves the battlefield.

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