

① R

Choose one --

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Other tapped creatures you control have indestructible.

3/4

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Land - - Gate

This land enters tapped.
 {T}: Add {W} or {U}.

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②③

Instant

Counter target spell unless its controller pays {3}.
Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, scry 2. (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.)

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Creature -- Elemental Horse

Ward {1}, haste
Opus -- Whenever you cast an instant
or sorcery spell, this creature gets
+1/+1 until end of turn. If five or
more mana was spent to cast that
spell, create a token that's a copy
of this creature.

3/3

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Instant

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Counter target spell unless its
controller pays {4}.
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Instant

Counter target spell with mana value 4 or greater.

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(X)(X)(U)

Instant

Return up to X target instant and/or sorcery cards from your graveyard to your hand.
Exile Divergent Equation.

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Dramatic Reversal 1 U Instant Untap all nonland permanents you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dramatic Reversal 1 U Instant Untap all nonland permanents you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emeria Angel 2 W W Creature -- Angel Flying Landfall -- Whenever a land you control enters, you may create a 1/1 white Bird creature token with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enchanted River's Grasp 2 U Enchantment -- Aura Enchant creature When this Aura enters, tap enchanted creature and remove all counters from it. Enchanted creature loses all abilities and doesn't untap during its controller's untap step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Enduring Curiosity 2 U U Enchantment Creature -- Cat Glimmer Flash Whenever a creature you control deals combat damage to a player, draw a card. When Enduring Curiosity dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Expose Evil 1 W Instant Tap up to two target creatures. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Expose Evil 1 W Instant Tap up to two target creatures. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

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

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Godsend

① W W

Legendary Artifact -- Equipment

Equipped creature gets +3/+3.
Whenever equipped creature blocks or becomes blocked by one or more creatures, you may exile one of those creatures.
Your opponents can't cast spells with the same name as a card exiled with Godsend.
Equip {3}

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Highland Lake

Land

This land enters tapped.
{T}: Add {U} or {R}.

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Inferno Titan

④ R R

Creature -- Giant

{R}: This creature gets +1/+0 until end of turn.
Whenever this creature enters or attacks, it deals 3 damage divided as you choose among one, two, or three targets.

6/6

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Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

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

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Kona, Rescue Beastie (3)(G)

③ ⑥

Legendary Creature -- Beast Survivor

Survival -- At the beginning of your second main phase, if Kona is tapped, you may put a permanent card from your hand onto the battlefield.

4/3

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Leyline of Hope

2 W W

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield. If you would gain life, you gain that much life plus 1 instead. As long as you have at least 7 life more than your starting life total, creatures you control get +2/+2.

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Life Goes On Instant You gain 4 life. If a creature died this turn, you gain 8 life instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Bolt Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Strike Instant Lightning Strike deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Negate (1)(U) Instant Counter target noncreature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oblivion Sower (6) Creature -- Eldrazi When you cast this spell, target opponent exiles the top four cards of their library, then you may put any number of land cards that player owns from exile onto the battlefield under your control. 5/8 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ([T]): Add [W].) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Plains Basic Land -- Plains ([T]): Add [W].) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Predator's Rapport (2)(G) Instant Choose target creature you control. You gain life equal to that creature's power plus its toughness. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rabanastre, Royal City Land -- Town This land enters tapped. [T]: Add [R] or [W]. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Raise the Alarm (1)(W) Instant Create two 1/1 white Soldier creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raise the Alarm 1 W Instant Create two 1/1 white Soldier creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Raise the Alarm 1 W Instant Create two 1/1 white Soldier creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Relentless Assault 2 R R Sorcery Untap all creatures that attacked this turn. After this main phase, there is an additional combat phase followed by an additional main phase. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Revoke Existence 1 W Sorcery Exile target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Rogue's Passage Land {T}: Add {C}. {4}, {T}: Target creature can't be blocked this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rugged Highlands Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sacred Foundry Land -- Mountain Plains ({T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sharlayan, Nation of Scholars Land -- Town This land enters tapped. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shielded Passage W Instant Prevent all damage that would be dealt to target creature this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shock R Instant Shock deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spectacle Summit Land This land enters tapped. {T}: Add {U} or {R}. {2}{U}{R}, {T}: 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	Stormchaser Mage U R Creature -- Human Wizard Flying, haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Supplant Form 4 U U Instant Return target creature to its owner's hand. You create a token that's a copy of that creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Traumatic Critique X U R Instant Traumatic Critique deals X damage to any target. Draw two cards, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Turn to Frog 1 U Instant Until end of turn, target creature loses all abilities and becomes a blue Frog with base power and toughness 1/1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unsummon U Instant Return target creature to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 U

Whenever a creature an opponent controls becomes tapped, if it isn't being declared as an attacker, you may draw a card.

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Destroy target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Destroy target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/G 2/G

Reach, trample
Converge -- This creature enters with a +1/+1 counter on it for each color of mana spent to cast it. Whenever you cast a creature spell, that creature enters with X additional +1/+1 counters on it, where X is the number of colors of mana spent to cast it.

0/0

3 G G

Trample
Other Bears you control get +2/+2.
At the beginning of combat on your turn, put a trample counter on up to one target creature you control. It becomes a Bear in addition to its other types. Then if you control three or more Bears, draw two cards.

[sidebar]

6/6

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① U U

Counter target spell.

[sidebar]

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Flying, vigilance
Opus -- Whenever you cast an instant or sorcery spell, this creature gets +1/+0 until end of turn. If five or more mana was spent to cast that spell, exile the top card of your library. You may play that card until the end of your next turn.

[sidebar]

1/4

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{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]

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Jaya's Greeting 1 R Instant Jaya's Greeting deals 3 damage to target creature. Scry 1. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Large Bear 3 B/G B/G Creature -- Bear Reach, trample, haste [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Manamorphose 1 R/G Instant Add two mana in any combination of colors. Draw a card. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Misty Mountains Raider 4 R Creature -- Goblin Soldier Whenever you attack, amass Goblins 2. (Put two +1/+1 counters on an Army you control. It's also a Goblin. If you don't control an Army, create a 0/0 black Goblin Army creature token first.) [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Naturalize 1 G Instant Destroy target artifact or enchantment. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Old Thrush 2 Creature -- Bird Flying When this creature enters, you gain 2 life. You may search your library for a basic land card, reveal it, then shuffle and put that card on top. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ravenhill Flock 3 U Creature -- Bird Flying Whenever you draw a card, put a +1/+1 counter on this creature. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silk, Web Weaver 2 G W Legendary Creature -- Spider Human Hero Web-slinging {1}{G}{W} (You may cast this spell for {1}{G}{W} if you also return a tapped creature you control to its owner's hand.) Whenever you cast a creature spell, create a 1/1 green and white Human Citizen creature token. {3}{G}{W}: Creatures you control get +2/+2 and gain vigilance until end of turn. [sideboard] 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thranduil, Sindarin Liege (2)(6/0)(6/0) Legendary Creature -- Elf Noble Other Elves you control get +1/+1. Landfall -- Whenever a land you control enters, create a 1/1 green Elf creature token. [sideboard] 2/3 ADVENTURE Silvan Rally (1)(6/0)(6/0) Sorcery -- Adventure Mill four cards, then put up to two land cards from among them into your hand. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Venat, Heart of Hydaelyn (1)(W)(W) Legendary Creature -- Elder Wizard Whenever you cast a legendary spell, draw a card. This ability triggers only once each turn. Hero's Sundering -- {7}, {T}: Exile target nonland permanent. Transform Venat. Activate only as a sorcery. [sideboard] 3/3 BACK FACE Hydaelyn, the Mothercrystal Legendary Creature -- God Indestructible Blessing of Light -- At the beginning of combat on your turn, put a +1/+1 counter on another target creature you control. Until your next turn, it gains indestructible. If that creature is legendary, draw a card. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev		