

Boomerang Basics U Sorcery -- Lesson Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boomerang Basics U Sorcery -- Lesson Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boomerang Basics U Sorcery -- Lesson Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boomerang Basics U Sorcery -- Lesson Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Gran-Gran U Legendary Creature -- Human Peasant Ally Whenever Gran-Gran becomes tapped, draw a card, then discard a card. Noncreature spells you cast cost {1} less to cast as long as there are three or more Lesson cards in your graveyard. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gran-Gran U Legendary Creature -- Human Peasant Ally Whenever Gran-Gran becomes tapped, draw a card, then discard a card. Noncreature spells you cast cost {1} less to cast as long as there are three or more Lesson cards in your graveyard. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gran-Gran U Legendary Creature -- Human Peasant Ally Whenever Gran-Gran becomes tapped, draw a card, then discard a card. Noncreature spells you cast cost {1} less to cast as long as there are three or more Lesson cards in your graveyard. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gran-Gran U Legendary Creature -- Human Peasant Ally Whenever Gran-Gran becomes tapped, draw a card, then discard a card. Noncreature spells you cast cost {1} less to cast as long as there are three or more Lesson cards in your graveyard. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mox Amber⑥ Legendary Artifact {T}: Add one mana of any color among legendary creatures and planeswalkers you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mox Amber⑥ Legendary Artifact {T}: Add one mana of any color among legendary creatures and planeswalkers you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mox Amber⑥ Legendary Artifact {T}: Add one mana of any color among legendary creatures and planeswalkers you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mox Amber 0 Legendary Artifact {T}: Add one mana of any color among legendary creatures and planeswalkers you control.	Mox Jasper 0 Legendary Artifact {T}: Add one mana of any color. Activate only if you control a Dragon.	Mutavault Token Land {T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.	Mutavault Token Land {T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.
Mutavault Token Land {T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.	Otawara, Soaring City Legendary Land {T}: Add {U}. Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.	Otawara, Soaring City Legendary Land {T}: Add {U}. Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.	Proft's Eidetic Memory 10 Legendary Enchantment When Proft's Eidetic Memory enters, draw a card. You have no maximum hand size. At the beginning of combat on your turn, if you've drawn more than one card this turn, put X +1/+1 counters on target creature you control, where X is the number of cards you've drawn this turn minus one.
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Retraction Helix Instant Until end of turn, target creature gains "{T}: Return target nonland permanent to its owner's hand." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Retraction Helix Instant Until end of turn, target creature gains "{T}: Return target nonland permanent to its owner's hand." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Retraction Helix Instant Until end of turn, target creature gains "{T}: Return target nonland permanent to its owner's hand." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Retraction Helix Instant Until end of turn, target creature gains "{T}: Return target nonland permanent to its owner's hand." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Rona, Herald of Invasion Card OTHER FACE Rona, Herald of Invasion Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rona, Herald of Invasion Card OTHER FACE Rona, Herald of Invasion Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rona, Herald of Invasion Card OTHER FACE Rona, Herald of Invasion Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rona, Herald of Invasion Card OTHER FACE Rona, Herald of Invasion Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sea Gate Restoration4UUU Sorcery Draw cards equal to the number of cards in your hand plus one. You have no maximum hand size for the rest of the game. ----- BACK FACE ----- Sea Gate, Reborn Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sea Gate Restoration4UUU Sorcery Draw cards equal to the number of cards in your hand plus one. You have no maximum hand size for the rest of the game. ----- BACK FACE ----- Sea Gate, Reborn Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sea Gate Restoration4UUU Sorcery Draw cards equal to the number of cards in your hand plus one. You have no maximum hand size for the rest of the game. ----- BACK FACE ----- Sea Gate, Reborn Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sewer-veillance CamU Artifact Flash When this artifact enters or leaves the battlefield, you may tap or untap target creature. {3}{U}, Sacrifice this artifact: Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sewer-veillance CamU Artifact Flash When this artifact enters or leaves the battlefield, you may tap or untap target creature. {3}{U}, Sacrifice this artifact: Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sewer-veillance CamU Artifact Flash When this artifact enters or leaves the battlefield, you may tap or untap target creature. {3}{U}, Sacrifice this artifact: Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stock Up2U 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 Up2U 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

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Thundertrap Trainer ①①U Creature -- Otter Wizard Offspring {4} (You may pay an additional {4} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) When this creature enters, look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thundertrap Trainer ①①U Creature -- Otter Wizard Offspring {4} (You may pay an additional {4} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) When this creature enters, look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valley Floodcaller ②②U Creature -- Otter Wizard Flash You may cast noncreature spells as though they had flash. Whenever you cast a noncreature spell, Birds, Frogs, Otters, and Rats you control get +1/+1 until end of turn. Untap them. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valley Floodcaller ②②U Creature -- Otter Wizard Flash You may cast noncreature spells as though they had flash. Whenever you cast a noncreature spell, Birds, Frogs, Otters, and Rats you control get +1/+1 until end of turn. Untap them. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Valley Floodcaller ②②U Creature -- Otter Wizard Flash You may cast noncreature spells as though they had flash. Whenever you cast a noncreature spell, Birds, Frogs, Otters, and Rats you control get +1/+1 until end of turn. Untap them. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Narset, Parter of Veils ①①UU Legendary Planeswalker -- Narset Each opponent can't draw more than one card each turn. [-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Narset, Parter of Veils ①①UU Legendary Planeswalker -- Narset Each opponent can't draw more than one card each turn. [-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Octopus Form ①U Instant -- Lesson Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. (It can't be the target of spells or abilities your opponents control.) [sideboard] U PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Octopus Form Instant -- Lesson Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. (It can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quantum Riddler Creature -- Sphinx Flying When this creature enters, draw a card. As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead. Warp {1}{U} [sideboard] 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quantum Riddler Creature -- Sphinx Flying When this creature enters, draw a card. As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead. Warp {1}{U} [sideboard] 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Pierce Instant Counter target noncreature spell unless its controller pays {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Spell Pierce Instant Counter target noncreature spell unless its controller pays {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Pierce Instant Counter target noncreature spell unless its controller pays {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tormod's Crypt Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tormod's Crypt Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormod's Crypt Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unable to Scream Enchantment -- Aura Enchant creature Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types. As long as enchanted creature is face down, it can't be turned face up. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unable to Scream Enchantment -- Aura Enchant creature Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types. As long as enchanted creature is face down, it can't be turned face up. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unable to Scream Enchantment -- Aura Enchant creature Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types. As long as enchanted creature is face down, it can't be turned face up. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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