

3 R

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2/1

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① ②

When this creature enters, look at the top three cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

1/3

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1/3

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① B

Job select (When this Equipment enters, create a 1/1 colorless Hero creature token, then attach this to it.)
Equipped creature gets +1/+0, has "Whenever you cast a noncreature spell, this creature deals 1 damage to each opponent," and is a wizard in addition to its other types.
Equip {3}

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U

Draw three cards, then put two cards from your hand on top of your library in any order.

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($\{T\}$: Add $\{U\}$ or $\{B\}$.)
This land enters tapped.

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Dispel Instant Counter target instant spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dispel Instant Counter target instant spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ephemerate Instant Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ephemerate Instant Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Farseek Sorcery Search your library for a Plains, Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Farseek Sorcery Search your library for a Plains, Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Farseek Sorcery Search your library for a Plains, Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Farseek Sorcery Search your library for a Plains, Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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
Generous Ent56 Creature -- Treefolk Reach When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.) 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Generous Ent56 Creature -- Treefolk Reach When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.) 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ghostly Flicker2U Instant Exile two target artifacts, creatures, and/or lands you control, then return those cards to the battlefield under your control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Haunted Mire Land -- Swamp Forest {T}: Add {B} or {G}.) This land enters tapped. 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	Lightning Bolt Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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3 U U

Draw three cards.
Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)

Mountain

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

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④R

Reach
Domain -- When this creature enters,
it deals damage to each opponent
equal to the number of basic land
types among lands you control.

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④⑤

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Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤

Flying
When this creature enters, draw two cards.
Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

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Mulldrifter 4 U Creature -- Elemental Flying When this creature enters, draw two cards. Evoked {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Murmuring Mystic 3 U Creature -- Human Wizard Whenever you cast an instant or sorcery spell, create a 1/1 blue Bird Illusion creature token with flying. 1/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nature's Lore 1 G Sorcery Search your library for a Forest card, put that card onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Radiant Grove Land -- Forest Plains {T}: Add {G} or {W}. This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sacred Peaks Land -- Mountain Plains {T}: Add {R} or {W}. This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shadow Prophecy 2 B Instant Domain -- Look at the top X cards of your library, where X is the number of basic land types among lands you control. Put up to two of them into your hand and the rest into your graveyard. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shadow Prophecy 2 B Instant Domain -- Look at the top X cards of your library, where X is the number of basic land types among lands you control. Put up to two of them into your hand and the rest into your graveyard. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snuff Out 3 B Instant If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost. Destroy target nonblack creature. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sunlit Marsh Land -- Plains Swamp ({T}: Add {W} or {B}.) This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tangled Islet Land -- Forest Island ({T}: Add {G} or {U}.) This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tangled Islet Land -- Forest Island ({T}: Add {G} or {U}.) This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Three Visits Sorcery Search your library for a Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Tribal Flames Sorcery Domain -- Tribal Flames deals X damage to any target, where X is the number of basic land types among lands you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tribal Flames Sorcery Domain -- Tribal Flames deals X damage to any target, where X is the number of basic land types among lands you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tribal Flames Sorcery Domain -- Tribal Flames deals X damage to any target, where X is the number of basic land types among lands you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tribal Flames Sorcery Domain -- Tribal Flames deals X damage to any target, where X is the number of basic land types among lands you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wooded Ridgeline

Land -- Mountain Forest

({T}: Add {R} or {G}.)
This land enters tapped.

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($\{T\}$: Add $\{R\}$ or $\{G\}$.)
This land enters tapped.

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Wooded Ridgeline

Land -- Mountain Forest

($\{T\}$: Add $\{R\}$ or $\{G\}$.)
This land enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Worldly Counsel

①②

Instant

Domain -- Look at the top X cards of your library, where X is the number of basic land types among lands you control. Put one of those cards into your hand and the rest on the bottom of your library in any order.

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Blue Elemental Blast (U)

Instant

Choose one --

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

[sidebar]

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## 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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Breath Weapon (2R)

②R

Instant

Breath Weapon deals 2 damage to each non-Dragon creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Breath Weapon deals 2 damage to each non-Dragon creature.

[sidebar]

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① R

Choose one --

- * Cast into the Fire deals 1 damage to each of up to two target creatures.
- * Exile target artifact.

[sideboard]

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① R

```
Choose one --
* Cast into the Fire deals 1 damage
to each of up to two target
creatures.
* Exile target artifact.
```

[sideboard]

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®

```
Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's
blue.
```

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Choose one --

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

```
Choose one --
* Counter target blue spell.
* Destroy target blue permanent.
```

[sidebar]

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①R

Choose one --

- * Suplex deals 3 damage to target creature. If that creature would die this turn, exile it instead.
- * Exile target artifact.

[sideboard]

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① ② W

Choose one --

- * Thracian Charm deals damage equal to twice the number of creatures you control to target creature.
- * Destroy target enchantment.
- * Exile any number of target players' graveyards.

[sideboard]

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2 G

Domain -- You gain 2 life for each basic land type among lands you control.

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① ②

You gain 3 life.
Storm (When you cast this spell,
copy it for each spell cast before
it this turn.)

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① ⑥

You gain 3 life.
Storm (When you cast this spell,
copy it for each spell cast before
it this turn.)

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