

Breath Weapon2R Instant Breath Weapon deals 2 damage to each non-Dragon creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Breath Weapon2R Instant Breath Weapon deals 2 damage to each non-Dragon creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Breath Weapon2R Instant Breath Weapon deals 2 damage to each non-Dragon creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cultivate2G Sorcery Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cultivate2G Sorcery Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cultivate2G Sorcery Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cultivate2G Sorcery Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dance of the Tumbleweeds1G Sorcery Spree (Choose one or more additional costs.) + {1} -- Search your library for a basic land card or a Desert card, put it onto the battlefield, then shuffle. + {3} -- Create an X/X green Elemental creature token, where X is the number of lands you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Dance of the Tumbleweeds 16 Sorcery Spree (Choose one or more additional costs.) + {1} -- Search your library for a basic land card or a Desert card, put it onto the battlefield, then shuffle. + {3} -- Create an X/X green Elemental creature token, where X is the number of lands you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dance of the Tumbleweeds 16 Sorcery Spree (Choose one or more additional costs.) + {1} -- Search your library for a basic land card or a Desert card, put it onto the battlefield, then shuffle. + {3} -- Create an X/X green Elemental creature token, where X is the number of lands you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dance of the Tumbleweeds 16 Sorcery Spree (Choose one or more additional costs.) + {1} -- Search your library for a basic land card or a Desert card, put it onto the battlefield, then shuffle. + {3} -- Create an X/X green Elemental creature token, where X is the number of lands you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deep Analysis 3U Sorcery Target player draws two cards. Flashback--{1}{U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Deep Analysis 3U Sorcery Target player draws two cards. Flashback--{1}{U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deep Analysis 3U Sorcery Target player draws two cards. Flashback--{1}{U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deep Analysis 3U Sorcery Target player draws two cards. Flashback--{1}{U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Desert Land -- Desert {T}: Add {C}. {T}: This land deals 1 damage to target attacking creature. Activate only during the end of combat step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Generous Ent 5 6 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 Ent 5 6 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 Ent 5 6 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 Ent 5 6 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
Highland Forest Snow Land -- Mountain Forest ({T}: Add {R} or {G}.) This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Highland Forest Snow Land -- Mountain Forest ({T}: Add {R} or {G}.) This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Highland Forest Snow Land -- Mountain Forest ({T}: Add {R} or {G}.) This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Highland Forest Snow Land -- Mountain Forest ({T}: Add {R} or {G}.) This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Into the North 16 Sorcery Search your library for a snow land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Into the North 16 Sorcery Search your library for a snow land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Into the North 16 Sorcery Search your library for a snow land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Into the North 16 Sorcery Search your library for a snow land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Kodama's Reach 26 Sorcery -- Arcane Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kodama's Reach 26 Sorcery -- Arcane Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kodama's Reach 26 Sorcery -- Arcane Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kodama's Reach 26 Sorcery -- Arcane Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Rimewood Falls Snow Land -- Forest Island {T}: Add {G} or {U}.) This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seize the Storm4R Sorcery Create a red Elemental creature token with trample and "This token's power and toughness are each equal to the number of instant and sorcery cards in your graveyard plus the number of cards with flashback you own in exile." Flashback {6}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seize the Storm4R Sorcery Create a red Elemental creature token with trample and "This token's power and toughness are each equal to the number of instant and sorcery cards in your graveyard plus the number of cards with flashback you own in exile." Flashback {6}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seize the Storm4R Sorcery Create a red Elemental creature token with trample and "This token's power and toughness are each equal to the number of instant and sorcery cards in your graveyard plus the number of cards with flashback you own in exile." Flashback {6}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Serpentine Curve3U Sorcery Create a 0/0 green and blue Fractal creature token. Put X +1/+1 counters on it, where X is one plus the total number of instant and sorcery cards you own in exile and in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Serpentine Curve3U Sorcery Create a 0/0 green and blue Fractal creature token. Put X +1/+1 counters on it, where X is one plus the total number of instant and sorcery cards you own in exile and in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Serpentine Curve3U Sorcery Create a 0/0 green and blue Fractal creature token. Put X +1/+1 counters on it, where X is one plus the total number of instant and sorcery cards you own in exile and in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	SkredR Instant Skred deals damage to target creature equal to the number of snow permanents you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Skred Instant Skred deals damage to target creature equal to the number of snow permanents you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skred Instant Skred deals damage to target creature equal to the number of snow permanents you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skred Instant Skred deals damage to target creature equal to the number of snow permanents you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Forest Basic Snow Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Snow-Covered Forest Basic Snow Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Island Basic Snow Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Mountain Basic Snow Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Mountain Basic Snow Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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U/R U/R

($\{U/R\}$ can be paid with either $\{U\}$ or $\{R\}$.)

When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy.

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U/R U/R

($\{U/R\}$ can be paid with either $\{U\}$ or $\{R\}$.)

When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy.

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Snow Land -- Island Mountain

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

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④ ⑤

Trample
This creature gets +10/+10 as long as you control ten or more lands.

[sidebar]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤

Trample
This creature gets +10/+10 as long as you control ten or more lands.

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤

Trample
This creature gets +10/+10 as long as you control ten or more lands.

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Trample
This creature gets +10/+10 as long as you control ten or more lands.

[sideboard]

5/5

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horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 8/10 - 8 cards - 2.5 x 3.5 in each

Moment's Peace ①⑥ Instant Prevent all combat damage that would be dealt this turn. Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Moment's Peace ①⑥ Instant Prevent all combat damage that would be dealt this turn. Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Moment's Peace ①⑥ Instant Prevent all combat damage that would be dealt this turn. Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Moment's Peace ①⑥ Instant Prevent all combat damage that would be dealt this turn. Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Relic of Progenitus ① Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Relic of Progenitus ① Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Relic of Progenitus ① Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Weather the Storm ①⑥ Instant You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Weather the Storm16 Instant You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Weather the Storm16 Instant You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Weather the Storm16 Instant You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	