

Abuelo's Awakening X3W Sorcery Return target artifact or non-Aura enchantment card from your graveyard to the battlefield with X additional +1/+1 counters on it. It's a 1/1 Spirit creature with flying in addition to its other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abuelo's Awakening X3W Sorcery Return target artifact or non-Aura enchantment card from your graveyard to the battlefield with X additional +1/+1 counters on it. It's a 1/1 Spirit creature with flying in addition to its other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abuelo's Awakening X3W Sorcery Return target artifact or non-Aura enchantment card from your graveyard to the battlefield with X additional +1/+1 counters on it. It's a 1/1 Spirit creature with flying in addition to its other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abuelo's Awakening X3W Sorcery Return target artifact or non-Aura enchantment card from your graveyard to the battlefield with X additional +1/+1 counters on it. It's a 1/1 Spirit creature with flying in addition to its other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ephara's Dispersal 2U Instant This spell costs {2} less to cast if it targets an attacking creature. Return target creature to its owner's hand. Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ephara's Dispersal 2U Instant This spell costs {2} less to cast if it targets an attacking creature. Return target creature to its owner's hand. Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Hushwood Verge Land {T}: Add {G}. {T}: Add {W}. Activate only if you control a Forest or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lush Portico Land -- Forest Plains ({T}: Add {G} or {W}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 6/7 ----- ADVENTURE ----- Coil and Catch Instant -- Omen Draw three cards, then discard a card. (Then shuffle this card into its owner's library.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Marang River Regent Creature -- Dragon Flying When this creature enters, return up to two other target nonland permanents to their owners' hands. 6/7 ----- ADVENTURE ----- Coil and Catch Instant -- Omen Draw three cards, then discard a card. (Then shuffle this card into its owner's library.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Marang River Regent Creature -- Dragon Flying When this creature enters, return up to two other target nonland permanents to their owners' hands. 6/7 ----- ADVENTURE ----- Coil and Catch Instant -- Omen Draw three cards, then discard a card. (Then shuffle this card into its owner's library.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Marang River Regent Creature -- Dragon Flying When this creature enters, return up to two other target nonland permanents to their owners' hands. 6/7 ----- ADVENTURE ----- Coil and Catch Instant -- Omen Draw three cards, then discard a card. (Then shuffle this card into its owner's library.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Land -- Plains Island

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

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7 U U U

Enchantment

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Creature -- Human Wizard

When this creature enters or dies, choose one --

- * Draw a card, then discard a card.
- * Shuffle up to four target cards with mana value 3 or greater from your graveyard into your library.

1/3

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Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roiling Dragonstorm1U Enchantment When this enchantment enters, draw two cards, then discard a card. When a Dragon you control enters, return this enchantment to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roiling Dragonstorm1U Enchantment When this enchantment enters, draw two cards, then discard a card. When a Dragon you control enters, return this enchantment to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Scrollshift 2 W Instant Exile up to one target artifact, creature, or enchantment you control, then return it to the battlefield under its owner's control. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stock Up 2 U 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 PLAY botbox.dev	Stock Up 2 U 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 PLAY botbox.dev	Summon: Knights of Round 6 W W Enchantment Creature -- Saga Knight (As this Saga enters and after your draw step, add a lore counter. Sacrifice after V.) I, II, III, IV -- Create three 2/2 white Knight creature tokens. V -- Ultimate End -- Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them. Indestructible 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Temporary Lockdown 1 W W Enchantment When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temporary Lockdown 1 W W Enchantment When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temporary Lockdown 1 W W Enchantment When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temporary Lockdown 1 W W Enchantment When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Willowrush Verge Land {T}: Add {U}. {T}: Add {G}. Activate only if you control a Forest or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yuna, Hope of Spira 3GW Legendary Creature -- Human Cleric During your turn, Yuna and enchantment creatures you control have trample, lifelink, and ward {2}. At the beginning of your end step, return up to one target enchantment card from your graveyard to the battlefield with a finality counter on it. (If a permanent with a finality counter on it would be put into a graveyard from the battlefield, exile it instead.) 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yuna, Hope of Spira 3GW Legendary Creature -- Human Cleric During your turn, Yuna and enchantment creatures you control have trample, lifelink, and ward {2}. At the beginning of your end step, return up to one target enchantment card from your graveyard to the battlefield with a finality counter on it. (If a permanent with a finality counter on it would be put into a graveyard from the battlefield, exile it instead.) 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yuna, Hope of Spira 3GW Legendary Creature -- Human Cleric During your turn, Yuna and enchantment creatures you control have trample, lifelink, and ward {2}. At the beginning of your end step, return up to one target enchantment card from your graveyard to the battlefield with a finality counter on it. (If a permanent with a finality counter on it would be put into a graveyard from the battlefield, exile it instead.) 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Beza, the Bounding Spring 2WW Legendary Creature -- Elemental Elk When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beza, the Bounding Spring 2WW Legendary Creature -- Elemental Elk When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clarion Conqueror 2W Creature -- Dragon Flying Activated abilities of artifacts, creatures, and planeswalkers can't be activated. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clarion Conqueror 2W Creature -- Dragon Flying Activated abilities of artifacts, creatures, and planeswalkers can't be activated. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Day of Judgment 2 W W Sorcery Destroy all creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Get Lost 1 W Instant Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Get Lost 1 W Instant Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	No More Lies W U Instant Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
No More Lies W U Instant Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overlord of the Mistmoors 5 W W Enchantment Creature -- Avatar Horror Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying. [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overlord of the Mistmoors 5 W W Enchantment Creature -- Avatar Horror Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying. [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overlord of the Mistmoors 5 W W Enchantment Creature -- Avatar Horror Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying. [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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