

**G**

Flying  
{T}: Add one mana of any color.

0/1

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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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① ② G

Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature.

**{3}{G}{G}**: Double the number of +1/+1 counters on each creature you control.

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Ⓒ

{T}: Add {C}.  
{T}: Add one mana of any color.  
Spend this mana only to cast a  
legendary spell, and that spell  
can't be countered.

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©

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{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.

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**G**

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1/2

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Spend this mana only to cast a  
legendary spell, and that spell  
can't be countered.

1/2

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(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")

1/1

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{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

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3 U U

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.  
Counter target spell.

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| <div><div><div>Force of Will</div><div><div>3</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                             | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                                                    | <div><div><div>Green Sun's Zenith</div><div><div>X</div><div>G</div></div></div><div><div>Sorcery</div><div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Green Sun's Zenith</div><div><div>X</div><div>G</div></div></div><div><div>Sorcery</div><div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |
| <div><div><div>Green Sun's Zenith</div><div><div>X</div><div>G</div></div></div><div><div>Sorcery</div><div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Hedge Maze</div></div><div><div>Land -- Forest Island</div><div>({T}: Add {G} or {U}.) 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.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                                                                                            | <div><div><div>Karakas</div></div><div><div>Legendary Land</div><div>{T}: Add {W}. {T}: Return target legendary creature to its owner's hand.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                                        |

## Land -- Plains Island

(**{T}**: Add **{W}** or **{U}**.)  
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.)

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## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Legendary Creature -- Bird Wizard

Flying  
Creatures you control have "Whenever this creature becomes the target of a spell or ability, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. This ability triggers only twice each turn."

3/4

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3/4

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W

{0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

{0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead.

1/1

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1/1

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## Basic Land -- Plains

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

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U

Look at the top three cards of your library, then put them back in any order. You may shuffle.  
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Look at the top three cards of your library, then put them back in any order. You may shuffle.  
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| <div><div><div>Prismatic Ending</div><div>XW</div></div><div>Sorcery</div><div>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Savannah</div></div><div>Land -- Forest Plains</div><div>([T]): Add [G] or [W].)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                        | <div><div><div>Scythecat Cub</div><div>1G</div></div><div>Creature -- Cat</div><div>Trample<br/>Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature you control. If this is the second time this ability has resolved this turn, double the number of +1/+1 counters on that creature instead.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Scythecat Cub</div><div>1G</div></div><div>Creature -- Cat</div><div>Trample<br/>Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature you control. If this is the second time this ability has resolved this turn, double the number of +1/+1 counters on that creature instead.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Swords to Plowshares</div><div>W</div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      | <div><div><div>Swords to Plowshares</div><div>W</div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Swords to Plowshares</div><div>W</div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                          | <div><div><div>Swords to Plowshares</div><div>W</div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                          |

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| <div><div>Sylvan Safekeeper</div><div><div>G</div></div><div>Creature -- Human Wizard</div><div>Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Teferi, Time Raveler</div><div><div>1WU</div></div><div>Legendary Planeswalker -- Teferi</div><div>Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</div><div><div>L4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Teferi, Time Raveler</div><div><div>1WU</div></div><div>Legendary Planeswalker -- Teferi</div><div>Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</div><div><div>L4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tropical Island</div><div>Land -- Forest Island</div><div>({T}: Add {G} or {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                             |
| <div><div>Tropical Island</div><div>Land -- Forest Island</div><div>({T}: Add {G} or {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                              | <div><div>Tundra</div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                | <div><div>Tundra</div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                | <div><div>Uro, Titan of Nature's Wrath</div><div><div>1GU</div></div><div>Legendary Creature -- Elder Giant</div><div>When Uro enters, sacrifice it unless it escaped. Whenever Uro enters or attacks, you gain 3 life and draw a card, then you may put a land card from your hand onto the battlefield. Escape--{G}{G}{U}{U}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div><div><div>6/6</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Windswept Heath

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.

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## Yavimaya, Cradle of Growth

Legendary Land

Each land is a Forest in addition to its other land types.

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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]

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## Collector Ouphe ①⑥

Creature -- Ouphe

Activated abilities of artifacts  
can't be activated.

[sidebar]

2/2

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**Consign to Memory** (U)

Instant

Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability on colorless spell.

[sidebar]

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| <div><div>Consign to Memory</div><div>U</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                 | <div><div>Consign to Memory</div><div>U</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Deafening Silence</div><div>W</div><div>Enchantment</div><div>Each player can't cast more than one noncreature spell each turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                          | <div><div>Endurance</div><div>1GG</div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Reach<br/>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.</div><div>[sideboard]</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Endurance</div><div>1GG</div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Reach<br/>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.</div><div>[sideboard]</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gaddock Teeg</div><div>GW</div><div>Legendary Creature -- Kithkin Advisor</div><div>Noncreature spells with mana value 4 or greater can't be cast.<br/>Noncreature spells with {X} in their mana costs can't be cast.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                    | <div><div>Ground Seal</div><div>1G</div><div>Enchantment</div><div>When this enchantment enters, draw a card.<br/>Cards in graveyards can't be the targets of spells or abilities.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ground Seal</div><div>1G</div><div>Enchantment</div><div>When this enchantment enters, draw a card.<br/>Cards in graveyards can't be the targets of spells or abilities.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                               |

## Prismatic Ending



## Sorcery

Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.

[sidebar]

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## The Stone Brain



### Legendary Artifact

{2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery.

[sideboard]

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## Veil of Summer



Instant

Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)

[sidebar]

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