

Abuelo's Awakening X 3 W 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 X 3 W 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 X 3 W 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 X 3 W 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
Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Blast Zone Land This land enters with a charge counter on it. {T}: Add {C}. {X}{X}, {T}: Put X charge counters on this land. {3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blast Zone Land This land enters with a charge counter on it. {T}: Add {C}. {X}{X}, {T}: Put X charge counters on this land. {3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chart a Course Sorcery Draw two cards. Then discard a card unless you attacked this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chart a Course Sorcery Draw two cards. Then discard a card unless you attacked this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Fabled Passage

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Fallaji Archaeologist (1)(U)

Creature -- Human Scout

When this creature enters, mill three cards. You may put a noncreature, nonland card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)

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Floodfarm Verge

Land

{T}: Add {W}.
{T}: Add {U}. Activate only if you control a Plains or an Island.

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Floodfarm Verge

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3 U U

(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)

When this *Siege* enters, search your library, graveyard, and/or outside the game for an instant or sorcery card you own, reveal it, and put it into your hand. If you search your library this way, shuffle.

D 7

- - - BACK FACE - - -

Enchantment

Whenever you cast an instant or sorcery spell from your hand, you may copy that spell. You may choose new targets for the copy.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

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

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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

Meticulous Archive 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Meticulous Archive 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Meticulous Archive 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Meticulous Archive 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Moment of Truth1U Instant Look at the top three cards of your library. Put one of those cards into your hand, one into your graveyard, and one on the bottom of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Moment of Truth1U Instant Look at the top three cards of your library. Put one of those cards into your hand, one into your graveyard, and one on the bottom of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Moment of Truth1U Instant Look at the top three cards of your library. Put one of those cards into your hand, one into your graveyard, and one on the bottom of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Moment of Truth1U Instant Look at the top three cards of your library. Put one of those cards into your hand, one into your graveyard, and one on the bottom of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

7 U U U

You may cast spells from your hand without paying their mana costs.

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Flying, vigilance

1/3

- - - ADVENTURE - - -

①②

Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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.

Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Disenchant Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Get Lost 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 PLAYbotbox.dev	Grand Abolisher Creature -- Human Cleric During your turn, your opponents can't cast spells or activate abilities of artifacts, creatures, or enchantments. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grand Abolisher Creature -- Human Cleric During your turn, your opponents can't cast spells or activate abilities of artifacts, creatures, or enchantments. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Grand Abolisher (W)(W) Creature -- Human Cleric During your turn, your opponents can't cast spells or activate abilities of artifacts, creatures, or enchantments. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Minor Misstep (U) Instant Counter target spell with mana value 1 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Minor Misstep (U) Instant Counter target spell with mana value 1 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate (1)(U) Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Negate (1)(U) Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Season of Weaving (4)(U)(U) Sorcery Choose up to five {P} worth of modes. You may choose the same mode more than once. {P} -- Draw a card. {P}{P} -- Choose an artifact or creature you control. Create a token that's a copy of it. {P}{P}{P} -- Return each nonland, nontoken permanent to its owner's hand. [sideboard] 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. [sideboard] 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temporary Lockdown 1W Enchantment When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	This Town Ain't Big Enough 4U Instant This spell costs {3} less to cast if it targets a permanent you control. Return up to two target nonland permanents to their owners' hands. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unnerving Grasp 2U Sorcery Return up to one target nonland permanent to its owner's hand. Manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	