

① W U

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Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Land

{T}: Add {G}.
Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.

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5 U U

You may exile two blue cards from your hand rather than pay this spell's mana cost. Gain control of target noncreature spell. You may choose new targets for it. (If that spell is an artifact, enchantment, or planeswalker, the permanent enters under your control.)

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Commandeer 5 U U Instant You may exile two blue cards from your hand rather than pay this spell's mana cost. Gain control of target noncreature spell. You may choose new targets for it. (If that spell is an artifact, enchantment, or planeswalker, the permanent enters under your control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fire 1 R Instant Fire deals 2 damage divided as you choose among one or two targets. Ice 1 U Instant Tap target permanent. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fire 1 R Instant Fire deals 2 damage divided as you choose among one or two targets. Ice 1 U Instant Tap target permanent. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fire 1 R Instant Fire deals 2 damage divided as you choose among one or two targets. Ice 1 U Instant Tap target permanent. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Force of Negation 1UUU Instant If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Negation 1UUU Instant If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Negation 1UUU Instant If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Negation 1UUU Instant If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greater Gargadon 9R Creature -- Beast Suspend 10--{R} Sacrifice an artifact, creature, or land: Remove a time counter from this card. Activate only if this card is suspended. 9/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greater Gargadon 9R Creature -- Beast Suspend 10--{R} Sacrifice an artifact, creature, or land: Remove a time counter from this card. Activate only if this card is suspended. 9/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greater Gargadon 9R Creature -- Beast Suspend 10--{R} Sacrifice an artifact, creature, or land: Remove a time counter from this card. Activate only if this card is suspended. 9/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Greater Gargadon 9R Creature -- Beast Suspend 10--{R} Sacrifice an artifact, creature, or land: Remove a time counter from this card. Activate only if this card is suspended. 9/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hedge Maze Land -- Forest Island {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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Incubation 6/U Sorcery Look at the top five cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. ----- RIGHT HALF ----- Incongruity 1GU Instant Exile target creature. That creature's controller creates a 3/3 green Frog Lizard creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Incubation 6/U Sorcery Look at the top five cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. ----- RIGHT HALF ----- Incongruity 1GU Instant Exile target creature. That creature's controller creates a 3/3 green Frog Lizard creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Misty Rainforest Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Misty Rainforest Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Restore Balance Sorcery Suspend 6--{W} Each player chooses a number of lands they control equal to the number of lands controlled by the player who controls the fewest, then sacrifices the rest. Players sacrifice creatures and discard cards the same way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Sink into Stupor (1UU) Instant Return target spell or nonland permanent an opponent controls to its owner's hand. ----- BACK FACE ----- Soporific Springs Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Steam Vents Land -- Island Mountain {T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stomping Ground Land -- Mountain Forest {T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Subtlety (2UU) Creature -- Elemental Incarnation Flash Flying When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library. Evoke--Exile a blue card from your hand. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Endurance 1GG Creature -- Elemental Incarnation Flash Reach 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. [sideboard] 3/4 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.) [sideboard] 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.) [sideboard] 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

2GG

If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G

When this creature enters, you may destroy target artifact or enchantment.
 Evoke {1}{G} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

2/2

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3 G

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 Evoke {1}{G} (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 PLAY botbox.dev

① R G

Indestructible

As long as your devotion to red and green is less than seven, Klothys isn't a creature.

At the beginning of your first main phase, exile target card from a graveyard. If it was a land card, add {R} or {G}. Otherwise, you gain 2 life and Klothys deals 2 damage to each opponent.

4/5

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②③

This spell costs {2} less to cast if it targets a blue spell.
Counter target spell unless its controller pays {3}.

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This spell costs {2} less to cast if it targets a blue spell.
Counter target spell unless its controller pays {3}.

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Mystical Dispute 2 U Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quandrix Command 1 G U Instant Choose two -- * Return target creature or planeswalker to its owner's hand. * Counter target artifact or enchantment spell. * Put two +1/+1 counters on target creature. * Target player shuffles up to three target cards from their graveyard into their library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thassa, God of the Sea 2 U Legendary Enchantment Creature -- God Indestructible As long as your devotion to blue is less than five, Thassa isn't a creature. (Each {U} in the mana costs of permanents you control counts toward your devotion to blue.) At the beginning of your upkeep, scry 1. {1}{U}: Target creature you control can't be blocked this turn. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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