

2 U U

When this creature enters, return target instant or sorcery card from your graveyard to your hand.

1/2

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Land

This land enters tapped.
When this land enters, return a land
you control to its owner's hand.
{T}: Add {W}{U}.

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U

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

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Contaminated Landscape

Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle.
Cycling {W}{U}{B} ({W}{U}{B}, Discard this card: Draw a card.)

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W

Instant

Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)

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W

Instant

Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)

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②③

Instant

Exile two target artifacts, creatures, and/or lands you control, then return those cards to the battlefield under your control.

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Glacial Floodplain

Snow Land -- Plains Island

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

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W

Whenever you cast a blue, black, or red spell, you gain 1 life.

0/4

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③

U

U

Draw three cards.
Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)

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③

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Draw three cards.
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③

U

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
Draw two cards.

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sheet 3/10 - 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.

Meeting of Minds

Instant

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
Draw two cards.

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Meeting of Minds

Instant

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
Draw two cards.

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Mortuary Mire

Land

This land enters tapped.
When this land enters, you may put
target creature card from your
graveyard on top of your library.
{T}: Add {B}.

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Mulldrifter

Creature -- Elemental

Flying
When this creature enters, draw two cards.
Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

2/2

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2/2

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Murmuring Mystic

Creature -- Human Wizard

Whenever you cast an instant or sorcery spell, create a 1/1 blue Bird Illusion creature token with flying.

1/5

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Plains

Basic Land -- Plains

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

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Plains

Basic Land -- Plains

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

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Preordain

U

Sorcery

Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

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Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

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Prohibit

①②

Instant

Kicker {2} (You may pay an additional {2} as you cast this spell.)
Counter target spell if its mana value is 2 or less. If this spell was kicked, counter that spell if its mana value is 4 or less instead.

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Prohibit

① ②

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Kicker {2} (You may pay an additional {2} as you cast this spell.)
Counter target spell if its mana value is 2 or less. If this spell was kicked, counter that spell if its mana value is 4 or less instead.

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Sea Gate Oracle

②⑤

Creature -- Human Wizard

When this creature enters, look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.

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Sea Gate Oracle

②③

Creature -- Human Wizard

When this creature enters, look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.

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Snap

①②

Instant

Return target creature to its owner's hand. Untap up to two lands.

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Snap 1 U Instant Return target creature to its owner's hand. Untap up to two lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snap 1 U Instant Return target creature to its owner's hand. Untap up to two lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snap 1 U Instant Return target creature to its owner's hand. Untap up to two lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snow-Covered Island Basic Snow Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Spellstutter Sprite1U Creature -- Faerie Wizard Flash Flying When this creature enters, counter target spell with mana value X or less, where X is the number of Faeries you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spellstutter Sprite1U Creature -- Faerie Wizard Flash Flying When this creature enters, counter target spell with mana value X or less, where X is the number of Faeries you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spellstutter Sprite1U Creature -- Faerie Wizard Flash Flying When this creature enters, counter target spell with mana value X or less, where X is the number of Faeries you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunscape Familiar1W Creature -- Wall Defender (This creature can't attack.) Green spells and blue spells you cast cost {1} less to cast. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sunscape Familiar 1 W Creature -- Wall Defender (This creature can't attack.) Green spells and blue spells you cast cost {1} less to cast. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunscape Familiar 1 W Creature -- Wall Defender (This creature can't attack.) Green spells and blue spells you cast cost {1} less to cast. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunscape Familiar 1 W Creature -- Wall Defender (This creature can't attack.) Green spells and blue spells you cast cost {1} less to cast. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thraben Charm 1 W Instant Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dust to Dust 1 W W Sorcery Exile two target artifacts. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dust to Dust 1 W W Sorcery Exile two target artifacts. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dust to Dust 1 W W Sorcery Exile two target artifacts. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dust to Dust 1 W W Sorcery Exile two target artifacts. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

U

Choose one --

[sideboard]

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Choose one --

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Choose one --

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Choose one --

[sideboard]

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③

Whenever you cast an instant or sorcery spell, create a 1/1 blue Bird Illusion creature token with flying.

[sidebar]

1/5

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①

Counter target noncreature spell.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Counter target noncreature spell.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Counter target creature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Remove Soul



Instant

Counter target creature spell.

[sidebar]

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Thraben Charm



Instant

Choose one --

* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.

* Destroy target enchantment.

* Exile any number of target players' graveyards.

[sideboard]

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Thraben Charm



Instant

Choose one --

* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.

* Destroy target enchantment.

* Exile any number of target players' graveyards.

[sidebar]

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