

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	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
Chalice of the Void (X)(X) Artifact This artifact enters with X charge counters on it. Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chalice of the Void (X)(X) Artifact This artifact enters with X charge counters on it. Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crystalline Sliver (W)(U) Creature -- Sliver All Slivers have shroud. (They can't be the targets of spells or abilities.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crystalline Sliver (W)(U) Creature -- Sliver All Slivers have shroud. (They can't be the targets of spells or abilities.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Crystalline Sliver



Creature -- Sliver

All Slivers have shroud. (They can't be the targets of spells or abilities.)

2/2

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Crystalline Sliver



Creature -- Sliver

All Slivers have shroud. (They can't be the targets of spells or abilities.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Spirit Guide



Creature -- Elf Spirit

Exile this card from your hand: Add {G}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Spirit Guide



Creature -- Elf Spirit

Exile this card from your hand: Add {G}.

2/2

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Flooded Strand

Land

{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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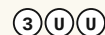
Flooded Strand

Land

{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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Force of Will

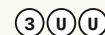


Instant

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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Force of Will



Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Will 3UU Instant You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force of Will 3UU Instant You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Galerider Sliver U Creature -- Sliver Sliver creatures you control have flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Galerider Sliver U Creature -- Sliver Sliver creatures you control have flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hatchery Sliver 1G Creature -- Sliver Replicate {1}{G} (When you cast this spell, copy it for each time you paid its replicate cost.) Each Sliver spell you cast has replicate. The replicate cost is equal to its mana cost. (A copy of a permanent spell becomes a token.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hatchery Sliver 1G Creature -- Sliver Replicate {1}{G} (When you cast this spell, copy it for each time you paid its replicate cost.) Each Sliver spell you cast has replicate. The replicate cost is equal to its mana cost. (A copy of a permanent spell becomes a token.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hatchery Sliver 1G Creature -- Sliver Replicate {1}{G} (When you cast this spell, copy it for each time you paid its replicate cost.) Each Sliver spell you cast has replicate. The replicate cost is equal to its mana cost. (A copy of a permanent spell becomes a token.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① ② G

Replicate {1}{G} (When you cast this spell, copy it for each time you paid its replicate cost.) Each Sliver spell you cast has replicate. The replicate cost is equal to its mana cost. (A copy of a permanent spell becomes a token.)

2/2

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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.)

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G/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.

① ② ③

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

G/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.

① ② ③

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

Basic Land -- Island

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

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Legendary Land

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{T}: Add {W}.
{T}: Return target legendary
creature to its owner's hand.
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2 U U

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield. As this enchantment enters, choose a creature type. Creatures you control are the chosen type in addition to their other types. The same is true for creature spells you control and creature cards you own that aren't on the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 U U

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield. As this enchantment enters, choose a creature type. Creatures you control are the chosen type in addition to their other types. The same is true for creature spells you control and creature cards you own that aren't on the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of Transformation ②③④ Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. As this enchantment enters, choose a creature type. Creatures you control are the chosen type in addition to their other types. The same is true for creature spells you control and creature cards you own that aren't on the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of Transformation ②③④ Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. As this enchantment enters, choose a creature type. Creatures you control are the chosen type in addition to their other types. The same is true for creature spells you control and creature cards you own that aren't on the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Memnite ⑥ Artifact Creature -- Construct 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Memnite ⑥ Artifact Creature -- Construct 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Memnite ⑥ Artifact Creature -- Construct 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Memnite ⑥ Artifact Creature -- Construct 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev

Once Upon a Time

① ② G

Instant

If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Once Upon a Time

① ⑥

Instant

If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Once Upon a Time

① ⑥

Instant

If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Once Upon a Time

① ②

Instant

If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ponder

U

Sorcery

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

Ponder

U

Sorcery

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

Predatory Sliver

① ⑥

Creature -- Sliver

Sliver creatures you control get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/1

Predatory Sliver

① ② G

Creature -- Sliver

Sliver creatures you control get +1/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Predatory Sliver

① ⑥

Creature -- Sliver

Sliver creatures you control get +1/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Savannah

Land -- Forest Plains

($\{T\}$: Add $\{G\}$ or $\{W\}$.)

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Sylvan Library

① ⑥

Enchantment

At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tropical Island

Land -- Forest Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tundra

Land -- Plains Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wasteland

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy
target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wasteland

Land

```
{T}: Add {C}.
{T}, Sacrifice this land: Destroy
target nonbasic land.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Worldly Tutor

G

Instant

Search your library for a creature card, reveal it, then shuffle and put the card on top.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Worldly Tutor

G

Instant

Search your library for a creature card, reveal it, then shuffle and put the card on top.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ankh of Mishra

②

Artifact

Whenever a land enters, this artifact deals 2 damage to that land's controller.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ankh of Mishra

②

Artifact

Whenever a land enters, this artifact deals 2 damage to that land's controller.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Containment Priest

① ② W

Creature -- Human Cleric

Flash
If a nontoken creature would enter
and it wasn't cast, exile it
instead.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Containment Priest

① ② W

Creature -- Human Cleric

Flash
If a nontoken creature would enter
and it wasn't cast, exile it
instead.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Each player can't cast more than one noncreature spell each turn.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Each player can't cast more than one noncreature spell each turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Each player can't cast more than one noncreature spell each turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

Creatures with power greater than the number of cards in your hand can't attack.

[sideboard]

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① B B

Flying
Discard this card: Exile up to two
target cards from graveyards.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

Flying
Discard this card: Exile up to two
target cards from graveyards.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

WU

As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W U

As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast.

[sidebar]

2/2

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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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sideboard]

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