

3 R

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

2/1

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① ②

When this creature enters, look at the top three cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

1/3

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1/3

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

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U

Counter target instant spell.

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Envelop U Instant Counter target sorcery spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ephemerate 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ephemerate 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Farseek 1G Sorcery Search your library for a Plains, Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Farseek 1G Sorcery Search your library for a Plains, Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Farseek 1G Sorcery Search your library for a Plains, Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Farseek 1G Sorcery Search your library for a Plains, Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

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

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Generous Ent

5 G

Creature -- Treefolk

Reach
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)

5/7

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Generous Ent

5 G

Creature -- Treefolk

Reach

When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)

5/7

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Haunted Mire

Land - - Swamp Forest

(T: Add B or G.)
This land enters tapped.

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Island

Basic Land -- Island

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

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Basic Land -- Island

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Island

Basic Land -- Island

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

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Lightning Bolt

®

Instant

Lightning Bolt deals 3 damage to any target.

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Lightning Bolt

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Lightning Bolt deals 3 damage to any target.

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Lightning Bolt deals 3 damage to any target.

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Lórien Revealed

3 U U

Sorcery

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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Lórien Revealed

3 U U

Sorcery

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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Meria's Outrider

④ R

Creature -- Elf Archer

Reach
Domain -- When this creature enters,
it deals damage to each opponent
equal to the number of basic land
types among lands you control.

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4/4

Meria's Outrider (4)(R) Creature -- Elf Archer Reach Domain -- When this creature enters, it deals damage to each opponent equal to the number of basic land types among lands you control. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Meria's Outrider (4)(R) Creature -- Elf Archer Reach Domain -- When this creature enters, it deals damage to each opponent equal to the number of basic land types among lands you control. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mulldrifter (4)(U) 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mulldrifter (4)(U) 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Murmuring Mystic (3)(U) Creature -- Human Wizard Whenever you cast an instant or sorcery spell, create a 1/1 blue Bird Illusion creature token with flying. 1/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Search your library for a Forest card, put that card onto the battlefield, then shuffle.

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(T: Add G or W.)
This land enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(T: Add R or W.)
This land enters tapped.

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2 B

Domain -- Look at the top X cards of your library, where X is the number of basic land types among lands you control. Put up to two of them into your hand and the rest into your graveyard. You lose 2 life.

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Domain -- Look at the top X cards of your library, where X is the number of basic land types among lands you control. Put up to two of them into your hand and the rest into your graveyard. You lose 2 life.

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Domain -- Look at the top X cards of your library, where X is the number of basic land types among lands you control. Put up to two of them into your hand and the rest into your graveyard. You lose 2 life.

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3 B

If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.
Destroy target nonblack creature. It can't be regenerated.

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

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① R

Choose one --

- * Suplex deals 3 damage to target creature. If that creature would die this turn, exile it instead.
- * Exile target artifact.

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Search your library for a Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Domain -- Tribal Flames deals X damage to any target, where X is the number of basic land types among lands you control.

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① R

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①②

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Wandering Stream 2 G Sorcery Domain -- You gain 2 life for each basic land type among lands you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Ridgeline Land -- Mountain Forest ([T]): Add [R] or [G].) This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Ridgeline Land -- Mountain Forest ([T]): Add [R] or [G].) This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Ridgeline Land -- Mountain Forest ([T]): Add [R] or [G].) This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Blue Elemental Blast U Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blue Elemental Blast U Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blue Elemental Blast U Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Breath Weapon 2 R Instant Breath Weapon deals 2 damage to each non-Dragon creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Weather the Storm16 Instant You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Weather the Storm16 Instant You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Weather the Storm16 Instant You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	