

Coalition Honor Guard (3)(W) Creature -- Human Flagbearer While an opponent is choosing targets as part of casting a spell they control or activating an ability they control, that player must choose at least one Flagbearer on the battlefield if able. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deep Analysis (3)(U) Sorcery Target player draws two cards. Flashback--(1){U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deep Analysis (3)(U) Sorcery Target player draws two cards. Flashback--(1){U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deep Analysis (3)(U) Sorcery Target player draws two cards. Flashback--(1){U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Deep Analysis (3)(U) Sorcery Target player draws two cards. Flashback--(1){U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Displace (2)(U) Instant Exile up to two target creatures you control, then return those cards to the battlefield under their owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Displace (2)(U) Instant Exile up to two target creatures you control, then return those cards to the battlefield under their owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Displace (2)(U) Instant Exile up to two target creatures you control, then return those cards to the battlefield under their owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U R

Instant and sorcery spells you cast cost {1} less to cast.

2/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

0/4

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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 {U}{R}.

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③ ④ W

Sorcery

Return target creature card from your graveyard to the battlefield. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

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Meeting of Minds

③ ④

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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Mocking Sprite

②⑤

Creature -- Faerie Rogue

Flying
Instant and sorcery spells you cast
cost {1} less to cast.

2/1

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Perilous Landscape

Land

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

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Prosperous Pirates

④ ⑤

Creature -- Human Pirate

```
When this creature enters, create
two Treasure tokens. (They're
artifacts with "{T}, Sacrifice this
token: Add one mana of any color.")
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3/4

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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.

1/3

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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	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	Snow-Covered Island Basic Snow Land -- Island ({T}: Add {U}.) 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	Snow-Covered Island Basic Snow Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Circle of Protection: Black ①② Enchantment {1}: The next time a black source of your choice would deal damage to you this turn, prevent that damage. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Circle of Protection: Black ①② Enchantment {1}: The next time a black source of your choice would deal damage to you this turn, prevent that damage. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Circle of Protection: Green ①② Enchantment {1}: The next time a green source of your choice would deal damage to you this turn, prevent that damage. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Circle of Protection: Green 1 W Enchantment {1}: The next time a green source of your choice would deal damage to you this turn, prevent that damage. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dawnbringer Cleric 1 W Creature -- Human Cleric When this creature enters, choose one -- * Cure Wounds -- You gain 2 life. * Dispel Magic -- Destroy target enchantment. * Gentle Repose -- Exile target card from a graveyard. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dawnbringer Cleric 1 W Creature -- Human Cleric When this creature enters, choose one -- * Cure Wounds -- You gain 2 life. * Dispel Magic -- Destroy target enchantment. * Gentle Repose -- Exile target card from a graveyard. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dawnbringer Cleric 1 W Creature -- Human Cleric When this creature enters, choose one -- * Cure Wounds -- You gain 2 life. * Dispel Magic -- Destroy target enchantment. * Gentle Repose -- Exile target card from a graveyard. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Disenchant 1 W Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disenchant 1 W Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disenchant 1 W Instant Destroy target artifact or enchantment. [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

① ②

Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② U

Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 W

When this creature enters, target opponent skips their next combat phase.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

When this creature enters, target opponent skips their next combat phase.

1/4

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