

An Offer You Can't Refuse (U) Instant Counter target noncreature spell. Its controller creates two Treasure tokens. (They're artifacts with "{T}, Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bigfin Bouncer (3)(U) Creature -- Shark Pirate When this creature enters, return target creature an opponent controls to its owner's hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Curator of Destinies (4)(U)(U) Creature -- Sphinx This spell can't be countered. Flying When this creature enters, look at the top five cards of your library and separate them into a face-down pile and a face-up pile. An opponent chooses one of those piles. Put that pile into your hand and the other into your graveyard. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragon Trainer (3)(R)(R) Creature -- Human When this creature enters, create a 4/4 red Dragon creature token with flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Elementalist Adept (1)(U) Creature -- Human Wizard Flash (You may cast this spell any time you could cast an instant.) Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Erudite Wizard (2)(U) Creature -- Human Wizard Whenever you draw your second card each turn, put a +1/+1 counter on this creature. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Erudite Wizard (2)(U) Creature -- Human Wizard Whenever you draw your second card each turn, put a +1/+1 counter on this creature. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Erudite Wizard (2)(U) Creature -- Human Wizard Whenever you draw your second card each turn, put a +1/+1 counter on this creature. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Whenever Etali attacks, exile the top card of each player's library, then you may cast any number of spells from among those cards without paying their mana costs.

6/6

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Evolving Wilds

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

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① R R

Flying, haste
This creature attacks each combat if able.

Ferocious -- At the beginning of combat on your turn, if you control a creature with power 4 or greater, you may pay {R}. If you do, return this card from your graveyard to the battlefield.

2/2

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Defender
When this creature dies, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

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② R

Choose one --

- * Creatures you control get +2/+0 until end of turn.
- * Create two 1/1 red Goblin creature tokens.

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Incinerating Blast deals 6 damage to target creature.
You may discard a card. If you do, draw a card.

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Island

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

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Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Luminous Rebuke 4W Instant This spell costs {3} less to cast if it targets a tapped creature. Destroy target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Luminous Rebuke 4W Instant This spell costs {3} less to cast if it targets a tapped creature. Destroy target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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① R R

Choose one --

- * Slagstorm deals 3 damage to each creature.
- * Slagstorm deals 3 damage to each player.

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① R

This creature doesn't untap during your untap step.

Morbid -- At the beginning of each end step, if a creature died this turn, untap this creature.

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Flash (You may cast this spell any time you could cast an instant.)
Flying
{3}{U}: Draw a card.

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③ ④

Landfall -- Whenever a land you control enters, this creature deals 1 damage to each opponent.

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① R

Target creature gets +3/+0 and gains first strike until end of turn. (It deals combat damage before creatures without first strike.)

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Draw a card.
Flashback {2}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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⑥ ⑦

This spell costs {1} less to cast for each instant and sorcery card in your graveyard.
Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)

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This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {W} or {U}.

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