

Breeding Pool Land -- Forest Island ({T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Breeding Pool Land -- Forest Island ({T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Breeding Pool Land -- Forest Island ({T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. 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
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Evendo, Waking Haven Land -- Planet This land enters tapped. {T}: Add {G}. Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.) 12+ {G}, {T}: Add {G} for each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Evendo, Waking Haven Land -- Planet This land enters tapped. {T}: Add {G}. Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.) 12+ {G}, {T}: Add {G} for each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Extrapolate the Impossible ①B Sorcery You may reveal exactly two cards you own with different names from outside the game. An opponent chooses one of them. You put that card into your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Extrapolate the Impossible ①B Sorcery You may reveal exactly two cards you own with different names from outside the game. An opponent chooses one of them. You put that card into your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Extrapolate the Impossible (1)(B) Sorcery You may reveal exactly two cards you own with different names from outside the game. An opponent chooses one of them. You put that card into your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Extrapolate the Impossible (1)(B) Sorcery You may reveal exactly two cards you own with different names from outside the game. An opponent chooses one of them. You put that card into your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Formidable Speaker (2)(G) Creature -- Elf Druid When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle. {1}, {T}: Untap another target permanent. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Formidable Speaker (2)(G) Creature -- Elf Druid When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle. {1}, {T}: Untap another target permanent. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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3 G

Survival -- At the beginning of your second main phase, if Kona is tapped, you may put a permanent card from your hand onto the battlefield.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 U U

Flying

When this creature enters, return up to two other target nonland permanents to their owners' hands.

6/7

③ ④

Instant - - Omen

Draw three cards, then discard a card.
(Then shuffle this card into its
owner's library.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤ ⑤

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(Then shuffle this card into its
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 U U R

Flying
When this creature enters, if you cast it, you may put a card you own from outside the game into your hand.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

7 U U U

You may cast spells from your hand without paying their mana costs.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

When Pia enters, you may discard a card. If you do, search your library for an enchantment card, reveal it, put it into your hand, then shuffle.

2/2

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① ②

When this enchantment enters, draw two cards, then discard a card.
When a Dragon you control enters, return this enchantment to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target noncreature spell
unless its controller pays {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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Counter target spell with mana value
2.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; 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.

sheet 5/10 - 8 cards - 2.5 x 3.5 in each

Spell Snare Instant Counter target spell with mana value 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Snare Instant Counter target spell with mana value 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stock Up Sorcery Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stock Up Sorcery Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stock Up Sorcery Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Susur Secundi, Void Altar Land -- Planet This land enters tapped. {T}: Add {B}. Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.) 12+ {1}{B}, {T}, Pay 2 life, Sacrifice a creature: Draw cards equal to the sacrificed creature's power. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Susur Secundi, Void Altar Land -- Planet This land enters tapped. {T}: Add {B}. Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.) 12+ {1}{B}, {T}, Pay 2 life, Sacrifice a creature: Draw cards equal to the sacrificed creature's power. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Susur Secundi, Void Altar Land -- Planet This land enters tapped. {T}: Add {B}. Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.) 12+ {1}{B}, {T}, Pay 2 life, Sacrifice a creature: Draw cards equal to the sacrificed creature's power. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Uthros, Titanic Godcore Land -- Planet This land enters tapped. {T}: Add {U}. Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.) 12+ {U}, {T}: Add {U} for each artifact you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Uthros, Titanic Godcore Land -- Planet This land enters tapped. {T}: Add {U}. Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.) 12+ {U}, {T}: Add {U} for each artifact you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Uthros, Titanic Godcore Land -- Planet This land enters tapped. {T}: Add {U}. Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.) 12+ {U}, {T}: Add {U} for each artifact you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Watery Grave Land -- Island Swamp ({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Watery Grave Land -- Island Swamp ({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Watery Grave Land -- Island Swamp ({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Winternight Stories Sorcery Draw three cards. Then discard two cards unless you discard a creature card. Harmonize {4}{U} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Winternight Stories Sorcery Draw three cards. Then discard two cards unless you discard a creature card. Harmonize {4}{U} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Winternight Stories Sorcery Draw three cards. Then discard two cards unless you discard a creature card. Harmonize {4}{U} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dracogenesis Enchantment You may cast Dragon spells without paying their mana costs. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Formidable Speaker Creature -- Elf Druid When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle. {1}, {T}: Untap another target permanent. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghost Vacuum Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heritage Reclamation Instant Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile up to one target card from a graveyard. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jennifer Walters 1W Legendary Creature -- Human Advisor Hero Your opponents can't cast spells during your turn. {3}{G}{W}{W}: Transform Jennifer Walters. Activate only as a sorcery. [sideboard] 2/3 ----- BACK FACE ----- The Sensational She-Hulk 3GW Legendary Creature -- Gamma Hero Reach, trample Your opponents can't cast spells during your turn. Whenever a creature you control is dealt damage, you may have The Sensational She-Hulk deal that much damage to any target. Do this only once each turn. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kona, Rescue Beastie 3G Legendary Creature -- Beast Survivor Survival -- At the beginning of your second main phase, if Kona is tapped, you may put a permanent card from your hand onto the battlefield. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marang River Regent 4UU Creature -- Dragon Flying When this creature enters, return up to two other target nonland permanents to their owners' hands. [sideboard] 6/7 ----- ADVENTURE ----- Coil and Catch 3U Instant -- Omen Draw three cards, then discard a card. (Then shuffle this card into its owner's library.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	North Wind Avatar 2UUUR Creature -- Dragon Spirit Avatar Flying When this creature enters, if you cast it, you may put a card you own from outside the game into your hand. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Omni-Changeling 3UU Creature -- Shapeshifter Changeling (This card is every creature type.) 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.) You may have this creature enter as a copy of any creature on the battlefield, except it has changeling. [sideboard] 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Omniscience 7UUU Enchantment You may cast spells from your hand without paying their mana costs. [sideboard] 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Origin of Metalbending 1G Instant -- Lesson Choose one -- * Destroy target artifact or enchantment. * Put a +1/+1 counter on target creature you control. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) [sideboard] 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pia, Aether Ascetic 2G Legendary Creature -- Human Druid When Pia enters, you may discard a card. If you do, search your library for an enchantment card, reveal it, put it into your hand, then shuffle. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul-Guide Lantern 1 Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Terror of the Peaks 3R Creature -- Dragon Flying Spells your opponents cast that target this creature cost an additional 3 life to cast. Whenever another creature you control enters, this creature deals damage equal to that creature's power to any target. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of Victory 1W Creature -- Human Bard Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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