

<div><div>Botanical Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Botanical Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Botanical Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Botanical Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Conduit Pylons</div> <div>Land -- Desert</div> <div> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> <p>{T}: Add {C}.</p> <p>{1}, {T}: Add one mana of any color.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Conduit Pylons</div> <div>Land -- Desert</div> <div> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> <p>{T}: Add {C}.</p> <p>{1}, {T}: Add one mana of any color.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Conspiracy Unraveler 5UU</div> <div>Creature -- Sphinx Detective</div> <div> <p>Flying</p> <p>You may collect evidence 10 rather than pay the mana cost for spells you cast. (To collect evidence 10, exile cards with total mana value 10 or greater from your graveyard.)</p> </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Conspiracy Unraveler 5UU</div> <div>Creature -- Sphinx Detective</div> <div> <p>Flying</p> <p>You may collect evidence 10 rather than pay the mana cost for spells you cast. (To collect evidence 10, exile cards with total mana value 10 or greater from your graveyard.)</p> </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Does Machines 1U</div> <div>Enchantment -- Class</div> <div> <p>(Gain the next level as a sorcery to add its ability.)</p> <p>When this Class enters, mill two cards, draw two cards, then discard two cards.</p> <p>{1}{U}: Level 2</p> <p>When this Class becomes level 2, return up to two target artifact cards from your graveyard to your hand.</p> <p>{4}{U}: Level 3</p> <p>At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it isn't a creature, it becomes a 0/0 Robot creature in addition to its other types.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Does Machines 1U</div> <div>Enchantment -- Class</div> <div> <p>(Gain the next level as a sorcery to add its ability.)</p> <p>When this Class enters, mill two cards, draw two cards, then discard two cards.</p> <p>{1}{U}: Level 2</p> <p>When this Class becomes level 2, return up to two target artifact cards from your graveyard to your hand.</p> <p>{4}{U}: Level 3</p> <p>At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it isn't a creature, it becomes a 0/0 Robot creature in addition to its other types.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Does Machines 1U</div> <div>Enchantment -- Class</div> <div> <p>(Gain the next level as a sorcery to add its ability.)</p> <p>When this Class enters, mill two cards, draw two cards, then discard two cards.</p> <p>{1}{U}: Level 2</p> <p>When this Class becomes level 2, return up to two target artifact cards from your graveyard to your hand.</p> <p>{4}{U}: Level 3</p> <p>At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it isn't a creature, it becomes a 0/0 Robot creature in addition to its other types.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Does Machines 1U</div> <div>Enchantment -- Class</div> <div> <p>(Gain the next level as a sorcery to add its ability.)</p> <p>When this Class enters, mill two cards, draw two cards, then discard two cards.</p> <p>{1}{U}: Level 2</p> <p>When this Class becomes level 2, return up to two target artifact cards from your graveyard to your hand.</p> <p>{4}{U}: Level 3</p> <p>At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it isn't a creature, it becomes a 0/0 Robot creature in addition to its other types.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

Playtest cards - NYXNYX - Temur Omniscience (???2 / Standard Cup 2)

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 2/9 - 8 cards - 2.5 x 3.5 in each

Forest

Basic Land -- Forest

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

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Hedge Maze

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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Hedge Maze

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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Hidden Grotto

Land

When this land enters, surveil 1.
(Look at the top card of your
library. You may put it into your
graveyard.)

{T}: Add {C}.

{1}, {T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hidden Grotto

Land

When this land enters, surveil 1.
(Look at the top card of your
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graveyard.)
{T}: Add {C}.
{1}, {T}: Add one mana of any color.

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Island

Basic Land -- Island

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

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North Wind Avatar (2)(U)(U)(R)

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.

5/5

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<div><div><div>Omniscience</div><div><div>7</div><div>U</div><div>U</div><div>U</div></div></div><div><div>Enchantment</div><div>You may cast spells from your hand without paying their mana costs.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Omniscience</div><div><div>7</div><div>U</div><div>U</div><div>U</div></div></div><div><div>Enchantment</div><div>You may cast spells from your hand without paying their mana costs.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Omniscience</div><div><div>7</div><div>U</div><div>U</div><div>U</div></div></div><div><div>Enchantment</div><div>You may cast spells from your hand without paying their mana costs.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Omniscience</div><div><div>7</div><div>U</div><div>U</div><div>U</div></div></div><div><div>Enchantment</div><div>You may cast spells from your hand without paying their mana costs.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div><div><div>Something Worth Saving ①⑥</div><div>Instant</div><div>Mill four cards. You may put a permanent card from among them into your hand. You gain 1 life. (To mill four cards, put the top four cards of your library into your graveyard.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Something Worth Saving ①⑥</div><div>Instant</div><div>Mill four cards. You may put a permanent card from among them into your hand. You gain 1 life. (To mill four cards, put the top four cards of your library into your graveyard.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Something Worth Saving ①⑥</div><div>Instant</div><div>Mill four cards. You may put a permanent card from among them into your hand. You gain 1 life. (To mill four cards, put the top four cards of your library into your graveyard.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Something Worth Saving ①⑥</div><div>Instant</div><div>Mill four cards. You may put a permanent card from among them into your hand. You gain 1 life. (To mill four cards, put the top four cards of your library into your graveyard.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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Terror of the Peaks ③ⓇⓇ

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

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