

Bone to Ash (2)(U)(U) Instant Counter target creature spell. Draw a card.	Bone to Ash (2)(U)(U) Instant Counter target creature spell. Draw a card.	Bone to Ash (2)(U)(U) Instant Counter target creature spell. Draw a card.	Cancel (1)(U)(U) Instant Counter target spell.
Cancel (1)(U)(U) Instant Counter target spell.	Cancel (1)(U)(U) Instant Counter target spell.	Clever Impersonator (2)(U)(U) Creature -- Shapeshifter You may have this creature enter as a copy of any nonland permanent on the battlefield. 0/0	Clever Impersonator (2)(U)(U) Creature -- Shapeshifter You may have this creature enter as a copy of any nonland permanent on the battlefield. 0/0
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clever Impersonator (2)(U)(U) Creature -- Shapeshifter You may have this creature enter as a copy of any nonland permanent on the battlefield. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disciple of the Ring (3)(U)(U) Creature -- Human Wizard {1}, Exile an instant or sorcery card from your graveyard: Choose one -- * Counter target noncreature spell unless its controller pays {2}. * This creature gets +1/+1 until end of turn. * Tap target creature. * Untap target creature. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disciple of the Ring (3)(U)(U) Creature -- Human Wizard {1}, Exile an instant or sorcery card from your graveyard: Choose one -- * Counter target noncreature spell unless its controller pays {2}. * This creature gets +1/+1 until end of turn. * Tap target creature. * Untap target creature. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disciple of the Ring (3)(U)(U) Creature -- Human Wizard {1}, Exile an instant or sorcery card from your graveyard: Choose one -- * Counter target noncreature spell unless its controller pays {2}. * This creature gets +1/+1 until end of turn. * Tap target creature. * Untap target creature. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Guardian of Tazeem (3)(U)(U) Creature -- Sphinx Flying Landfall -- Whenever a land you control enters, tap target creature an opponent controls. If that land is an Island, that creature doesn't untap during its controller's next untap step. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guardian of Tazeem (3)(U)(U) Creature -- Sphinx Flying Landfall -- Whenever a land you control enters, tap target creature an opponent controls. If that land is an Island, that creature doesn't untap during its controller's next untap step. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guardian of Tazeem (3)(U)(U) Creature -- Sphinx Flying Landfall -- Whenever a land you control enters, tap target creature an opponent controls. If that land is an Island, that creature doesn't untap during its controller's next untap step. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gudul Lurker (U) Creature -- Salamander This creature can't be blocked. Megamorph {U} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

This creature can't be blocked.
Megamorph {U} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)

1/1

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1/1

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Basic Land -- 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
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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	Monastery Flock2U Creature -- Bird Defender, flying Morph {U} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monastery Flock2U Creature -- Bird Defender, flying Morph {U} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Monastery Flock2U Creature -- Bird Defender, flying Morph {U} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monastery Siege2U Enchantment As this enchantment enters, choose Khans or Dragons. * Khans -- At the beginning of your draw step, draw an additional card, then discard a card. * Dragons -- Spells your opponents cast that target you or a permanent you control cost {2} more to cast. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monastery Siege2U Enchantment As this enchantment enters, choose Khans or Dragons. * Khans -- At the beginning of your draw step, draw an additional card, then discard a card. * Dragons -- Spells your opponents cast that target you or a permanent you control cost {2} more to cast. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monastery Siege2U Enchantment As this enchantment enters, choose Khans or Dragons. * Khans -- At the beginning of your draw step, draw an additional card, then discard a card. * Dragons -- Spells your opponents cast that target you or a permanent you control cost {2} more to cast. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mystic of the Hidden Way (4)(U) Creature -- Human Monk This creature can't be blocked. Morph {2}{U} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mystic of the Hidden Way (4)(U) Creature -- Human Monk This creature can't be blocked. Morph {2}{U} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mystic of the Hidden Way (4)(U) Creature -- Human Monk This creature can't be blocked. Morph {2}{U} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate (1)(U) Instant Counter target noncreature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Part the Waterveil 4 U U Sorcery Take an extra turn after this one. Exile Part the Waterveil. Awaken 6--{6}{U}{U}{U} (If you cast this spell for {6}{U}{U}{U}, also put six +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Singing Bell Strike 1 U Enchantment -- Aura Enchant creature When this Aura enters, tap enchanted creature. Enchanted creature doesn't untap during its controller's untap step. Enchanted creature has "{6}: Untap this creature." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Singing Bell Strike 1 U Enchantment -- Aura Enchant creature When this Aura enters, tap enchanted creature. Enchanted creature doesn't untap during its controller's untap step. Enchanted creature has "{6}: Untap this creature." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Singing Bell Strike 1 U Enchantment -- Aura Enchant creature When this Aura enters, tap enchanted creature. Enchanted creature doesn't untap during its controller's untap step. Enchanted creature has "{6}: Untap this creature." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Stratus Dancer 1 U Creature -- Djinn Monk Flying Megamorph {1}{U} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.) When this creature is turned face up, counter target instant or sorcery spell. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stratus Dancer 1 U Creature -- Djinn Monk Flying Megamorph {1}{U} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.) When this creature is turned face up, counter target instant or sorcery spell. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stratus Dancer 1 U Creature -- Djinn Monk Flying Megamorph {1}{U} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.) When this creature is turned face up, counter target instant or sorcery spell. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dance of the Skywise 1 U Instant Until end of turn, target creature you control becomes a blue Dragon Illusion with base power and toughness 4/4, loses all abilities, and gains flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Dance of the Skywise 1U Instant Until end of turn, target creature you control becomes a blue Dragon Illusion with base power and toughness 4/4, loses all abilities, and gains flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dance of the Skywise 1U Instant Until end of turn, target creature you control becomes a blue Dragon Illusion with base power and toughness 4/4, loses all abilities, and gains flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disdainful Stroke 1U Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disdainful Stroke 1U Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Disdainful Stroke 1U Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Horribly Awry 1U Instant Devoid (This card has no color.) Counter target creature spell with mana value 4 or less. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Horribly Awry 1U Instant Devoid (This card has no color.) Counter target creature spell with mana value 4 or less. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Horribly Awry 1U Instant Devoid (This card has no color.) Counter target creature spell with mana value 4 or less. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Jace's Sanctum 3 U Enchantment Instant and sorcery spells you cast cost {1} less to cast. Whenever you cast an instant or sorcery spell, scry 1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jace's Sanctum 3 U Enchantment Instant and sorcery spells you cast cost {1} less to cast. Whenever you cast an instant or sorcery spell, scry 1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jace's Sanctum 3 U Enchantment Instant and sorcery spells you cast cost {1} less to cast. Whenever you cast an instant or sorcery spell, scry 1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Send to Sleep 1 U Instant Tap up to two target creatures. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, those creatures don't untap during their controllers' next untap steps. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Send to Sleep 1 U Instant Tap up to two target creatures. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, those creatures don't untap during their controllers' next untap steps. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Send to Sleep 1 U Instant Tap up to two target creatures. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, those creatures don't untap during their controllers' next untap steps. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev		