

Ash Barrens Land {T}: Add {C}. Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ash Barrens Land {T}: Add {C}. Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ash Barrens Land {T}: Add {C}. Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Augur of Bolas 1U Creature -- Merfolk Wizard When this creature enters, look at the top three cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in any order. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Augur of Bolas 1U Creature -- Merfolk Wizard When this creature enters, look at the top three cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in any order. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Augur of Bolas 1U Creature -- Merfolk Wizard When this creature enters, look at the top three cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in any order. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Augur of Bolas 1U Creature -- Merfolk Wizard When this creature enters, look at the top three cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in any order. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brainstorm U Instant Draw three cards, then put two cards from your hand on top of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Dispel Instant Counter target instant spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faerie Seer Creature -- Faerie Wizard Flying When this creature enters, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faerie Seer Creature -- Faerie Wizard Flying When this creature enters, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faerie Seer Creature -- Faerie Wizard Flying When this creature enters, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Seer U Creature -- Faerie Wizard Flying When this creature enters, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fire 1R Instant Fire deals 2 damage divided as you choose among one or two targets. ----- RIGHT HALF Ice 1U Instant Tap target permanent. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystic Sanctuary Land -- Island ({T}: Add {U}.) This land enters tapped unless you control three or more other Islands. When this land enters untapped, you may put target instant or sorcery card from your graveyard on top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mystic Sanctuary Land -- Island ({T}: Add {U}.) This land enters tapped unless you control three or more other Islands. When this land enters untapped, you may put target instant or sorcery card from your graveyard on top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ninja of the Deep Hours 3U Creature -- Human Ninja Ninjutsu {1}{U} ({1}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ninja of the Deep Hours 3U Creature -- Human Ninja Ninjutsu {1}{U} ({1}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ninja of the Deep Hours 3U Creature -- Human Ninja Ninjutsu {1}{U} ({1}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Ninjutsu {1}{U} ({1}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may draw a card.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Look at the top three cards of your library, then put them back in any order. You may shuffle.
Draw a card.

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Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

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Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

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Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Skred deals damage to target creature equal to the number of snow permanents you control.

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

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.

Skred Instant Skred deals damage to target creature equal to the number of snow permanents you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skred Instant Skred deals damage to target creature equal to the number of snow permanents you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skred Instant Skred deals damage to target creature equal to the number of snow permanents you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Island Basic Snow Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Snow-Covered Mountain Basic Snow Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Mountain Basic Snow Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spellstutter Sprite 1U Creature -- Faerie Wizard Flash Flying When this creature enters, counter target spell with mana value X or less, where X is the number of Faeries you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spellstutter Sprite 1U Creature -- Faerie Wizard Flash Flying When this creature enters, counter target spell with mana value X or less, where X is the number of Faeries you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Flash
Flying
When this creature enters, counter target spell with mana value X or less, where X is the number of Faeries you control.

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Flash
Flying
When this creature enters, counter target spell with mana value X or less, where X is the number of Faeries you control.

1/1

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Draw two cards. Then discard a card unless you return a land you control to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Draw two cards. Then discard a card unless you return a land you control to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Choose one --

- * Counter target red spell.
- * Destroy target red permanent.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Choose one --

- * Counter target red spell.
- * Destroy target red permanent.

[sideboard]

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Counter target spell.

[sidebar]

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®

Electrickery deals 1 damage to target creature you don't control. Overload {1}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

[sideboard]

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Electricity deals 1 damage to target creature you don't control. Overload {1}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

1/1

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{X}{X}{1}: Destroy target
noncreature artifact with mana value
X.
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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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```
{X}{X}{1}: Destroy target  
noncreature artifact with mana value  
X.
```

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Choose one --
* Counter target blue spell.
* Destroy target blue permanent.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Choose one --

- * Counter target blue spell.
- * Destroy target blue permanent.

®

```
Choose one --
* Counter target blue spell.
* Destroy target blue permanent.
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{T}: Target player exiles a card
from their graveyard.
{1}, Exile this artifact: Exile all
graveyards. Draw a card.
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① U U

Flying
This creature can block only creatures with flying.
Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

2/2

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Stormbound Geist 1 U U Creature -- Spirit Flying This creature can block only creatures with flying. Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swirling Sandstorm 3 R Sorcery Threshold -- Swirling Sandstorm deals 5 damage to each creature without flying if there are seven or more cards in your graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swirling Sandstorm 3 R Sorcery Threshold -- Swirling Sandstorm deals 5 damage to each creature without flying if there are seven or more cards in your graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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