

Alrund's Epiphany 5 U U Sorcery Create two 1/1 blue Bird creature tokens with flying. Take an extra turn after this one. Exile Alrund's Epiphany. Foretell {4}{U}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Alrund's Epiphany 5 U U Sorcery Create two 1/1 blue Bird creature tokens with flying. Take an extra turn after this one. Exile Alrund's Epiphany. Foretell {4}{U}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Alrund's Epiphany 5 U U Sorcery Create two 1/1 blue Bird creature tokens with flying. Take an extra turn after this one. Exile Alrund's Epiphany. Foretell {4}{U}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Alrund's Epiphany 5 U U Sorcery Create two 1/1 blue Bird creature tokens with flying. Take an extra turn after this one. Exile Alrund's Epiphany. Foretell {4}{U}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Burn Down the House 3 R R Sorcery Choose one -- * Burn Down the House deals 5 damage to each creature and each planeswalker. * Create three 1/1 red Devil creature tokens with "When this token dies, it deals 1 damage to any target." They gain haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Burn Down the House 3 R R Sorcery Choose one -- * Burn Down the House deals 5 damage to each creature and each planeswalker. * Create three 1/1 red Devil creature tokens with "When this token dies, it deals 1 damage to any target." They gain haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Burn Down the House 3 R R Sorcery Choose one -- * Burn Down the House deals 5 damage to each creature and each planeswalker. * Create three 1/1 red Devil creature tokens with "When this token dies, it deals 1 damage to any target." They gain haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Divide by Zero 2 U Instant Return target spell or permanent with mana value 1 or greater to its owner's hand. Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Divide by Zero ②① Instant Return target spell or permanent with mana value 1 or greater to its owner's hand. Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Divide by Zero ②① Instant Return target spell or permanent with mana value 1 or greater to its owner's hand. Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Divide by Zero ②① Instant Return target spell or permanent with mana value 1 or greater to its owner's hand. Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Expressive Iteration ①② Sorcery Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Expressive Iteration ①② Sorcery Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Expressive Iteration ①② Sorcery Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Expressive Iteration ①② Sorcery Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fading Hope ① Instant Return target creature to its owner's hand. If its mana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Field of Ruin Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Frostboil Snarl Land As this land enters, you may reveal an Island or Mountain card from your hand. If you don't, this land enters tapped. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Frostboil Snarl Land As this land enters, you may reveal an Island or Mountain card from your hand. If you don't, this land enters tapped. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Galvanic Iteration Instant When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy. Flashback {1}{U}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Galvanic Iteration



Instant

When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy.

Flashback {1}{U}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Hall of Storm Giants

Land

If you control two or more other lands, this land enters tapped.

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

{5}{U}: Until end of turn, this land becomes a 7/7 blue Giant creature with ward {3}. It's still a land. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)

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Island

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	Jwari Disruption1U Instant Counter target spell unless its controller pays {1}. --- BACK FACE --- Jwari Ruins Land This land enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jwari Disruption1U Instant Counter target spell unless its controller pays {1}. --- BACK FACE --- Jwari Ruins Land This land enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jwari Disruption1U Instant Counter target spell unless its controller pays {1}. --- BACK FACE --- Jwari Ruins Land This land enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Jwari Disruption1U Instant Counter target spell unless its controller pays {1}. --- BACK FACE --- Jwari Ruins Land This land enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Memory Deluge2UU Instant Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order. Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Memory Deluge2UU Instant Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order. Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Memory Deluge2UU Instant Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order. Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) 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	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
Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverglide Pathway Land ({T}: Add {U}.) ----- BACK FACE ----- Lavaglide Pathway Land ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverglide Pathway Land ({T}: Add {U}.) ----- BACK FACE ----- Lavaglide Pathway Land ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverglide Pathway Land ({T}: Add {U}.) ----- BACK FACE ----- Lavaglide Pathway Land ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Riverglide Pathway Land {T}: Add {U}. 0/4 BACK FACE Lavaglide Pathway Land {T}: Add {R}. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Smoldering Egg Creature -- Dragon Egg Defender Whenever you cast an instant or sorcery spell, put a number of ember counters on this creature equal to the amount of mana spent to cast that spell. Then if this creature has seven or more ember counters on it, remove them and transform this creature. 0/4 BACK FACE Ashmouth Dragon Creature -- Dragon Flying Whenever you cast an instant or sorcery spell, this creature deals 2 damage to any target. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Smoldering Egg Creature -- Dragon Egg Defender Whenever you cast an instant or sorcery spell, put a number of ember counters on this creature equal to the amount of mana spent to cast that spell. Then if this creature has seven or more ember counters on it, remove them and transform this creature. 0/4 BACK FACE Ashmouth Dragon Creature -- Dragon Flying Whenever you cast an instant or sorcery spell, this creature deals 2 damage to any target. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Smoldering Egg Creature -- Dragon Egg Defender Whenever you cast an instant or sorcery spell, put a number of ember counters on this creature equal to the amount of mana spent to cast that spell. Then if this creature has seven or more ember counters on it, remove them and transform this creature. 0/4 BACK FACE Ashmouth Dragon Creature -- Dragon Flying Whenever you cast an instant or sorcery spell, this creature deals 2 damage to any target. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Burning Hands Instant Burning Hands deals 2 damage to target creature or planeswalker. If that permanent is green, Burning Hands deals 6 damage instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Burning Hands Instant Burning Hands deals 2 damage to target creature or planeswalker. If that permanent is green, Burning Hands deals 6 damage instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Burning Hands Instant Burning Hands deals 2 damage to target creature or planeswalker. If that permanent is green, Burning Hands deals 6 damage instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crush the Weak Sorcery Crush the Weak deals 2 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead. Foretell {R} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Crush the Weak 2R Sorcery Crush the Weak deals 2 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead. Foretell {R} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crush the Weak 2R Sorcery Crush the Weak deals 2 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead. Foretell {R} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Environmental Sciences 2 Sorcery -- Lesson Search your library for a basic land card, reveal it, put it into your hand, then shuffle. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Malevolent Hermit 1U Creature -- Human Wizard {U}, Sacrifice this creature: Counter target noncreature spell unless its controller pays {3}. Disturb {2}{U} (You may cast this card from your graveyard transformed for its disturb cost.) [sideboard] 2/1 ----- BACK FACE ----- Benevolent Geist Creature -- Spirit Wizard Flying Noncreature spells you control can't be countered. If Benevolent Geist would be put into a graveyard from anywhere, exile it instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Malevolent Hermit 1U Creature -- Human Wizard {U}, Sacrifice this creature: Counter target noncreature spell unless its controller pays {3}. Disturb {2}{U} (You may cast this card from your graveyard transformed for its disturb cost.) [sideboard] 2/1 ----- BACK FACE ----- Benevolent Geist Creature -- Spirit Wizard Flying Noncreature spells you control can't be countered. If Benevolent Geist would be put into a graveyard from anywhere, exile it instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Malevolent Hermit 1U Creature -- Human Wizard {U}, Sacrifice this creature: Counter target noncreature spell unless its controller pays {3}. Disturb {2}{U} (You may cast this card from your graveyard transformed for its disturb cost.) [sideboard] 2/1 ----- BACK FACE ----- Benevolent Geist Creature -- Spirit Wizard Flying Noncreature spells you control can't be countered. If Benevolent Geist would be put into a graveyard from anywhere, exile it instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mascot Exhibition 7 Sorcery -- Lesson Create a 2/1 white and black Inkleling creature token with flying, a 3/2 red and white Spirit creature token, and a 4/4 blue and red Elemental creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Teachings of the Archaics 2 U Sorcery -- Lesson If an opponent has more cards in hand than you, draw two cards. Draw three cards instead if an opponent has at least four more cards in hand than you. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Test of Talents 1 U Instant Counter target instant or sorcery spell. Search its controller's graveyard, hand, and library for any number of cards with the same name as that spell and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Test of Talents 1 U Instant Counter target instant or sorcery spell. Search its controller's graveyard, hand, and library for any number of cards with the same name as that spell and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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