

W

Sacrifice this creature: Target creature you control gains protection from the color of your choice until end of turn.

1/1

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Draw three cards, then put two cards from your hand on top of your library in any order.

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Counter target spell unless its controller pays {1} for each card in your graveyard.
Madness {U} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

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Counter target instant spell.

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Target creature gets -3/-0 until end of turn.

Transmute {1}{U}{U} ({1}{U}{U}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.)

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{T}, Sacrifice this land: Search
your library for a basic land card,
put it onto the battlefield tapped,
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{F}, Sacrifice this land: Target
creature with power 2 or less can't
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<div><div>Escape Tunnel</div><div>Land</div><div><p>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</p><p>{T}, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Impulse</div><div>Instant</div><div><p>Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Impulse</div><div>Instant</div><div><p>Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Inside Out</div><div>Instant</div><div><p>Switch target creature's power and toughness until end of turn.</p><p>Draw a card.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div>Peek</div><div>Instant</div><div>Look at target player's hand. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Peek</div><div>Instant</div><div>Look at target player's hand. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Perilous Landscape</div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Island, Mountain, or Plains card, put it onto the battlefield tapped, then shuffle. Cycling {U}{R}{W} ({U}{R}{W}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Perilous Landscape</div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Island, Mountain, or Plains card, put it onto the battlefield tapped, then shuffle. Cycling {U}{R}{W} ({U}{R}{W}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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U

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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② ② W

Prevent all damage that sources of the color of your choice would deal this turn.

Flashback--Tap an untapped white creature you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Flashback--Tap an untapped white creature you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Target creature gains shadow until end of turn. (It can block or be blocked by only creatures with shadow.)
Draw a card.

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

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<div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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Basic Snow Land -- Plains

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Creature -- Bird

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1/1

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Creature -- Bird

1/1

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Creature -- Human Nomad

1/1

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1/1

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<div> <div>Tireless Tribe</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Human Nomad</div> <div>Discard a card: This creature gets +0/+4 until end of turn.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Tireless Tribe</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Human Nomad</div> <div>Discard a card: This creature gets +0/+4 until end of turn.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Whiteout</div> <div> <div>1G</div> </div> </div> <div> <div>Instant</div> <div>All creatures lose flying until end of turn. Sacrifice a snow land: Return this card from your graveyard to your hand.</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Whiteout</div> <div> <div>1G</div> </div> </div> <div> <div>Instant</div> <div>All creatures lose flying until end of turn. Sacrifice a snow land: Return this card from your graveyard to your hand.</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Apostle's Blessing</div> <div> <div>1WP</div> </div> </div> <div> <div>Instant</div> <div>{W/P} can be paid with either {W} or 2 life.) Target artifact or creature you control gains protection from artifacts or from the color of your choice until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Dispel</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>Counter target instant spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Echoing Truth</div> <div> <div>1U</div> </div> </div> <div> <div>Instant</div> <div>Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Echoing Truth</div> <div> <div>1U</div> </div> </div> <div> <div>Instant</div> <div>Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

U

Replicate {U} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Tap target permanent.

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RP

{R/P} can be paid with either {R}
or 2 life.)
Gut Shot deals 1 damage to any
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U

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Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's
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* Counter target spell if it's red.
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* Counter target spell if it's red.
* Destroy target permanent if it's red.
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(3) (U)

Whenever you cast an instant or sorcery spell, create a 1/1 blue Bird Illusion creature token with flying.

1/5

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<div> <div> Murmuring Mystic <div> <div>3</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> Whenever you cast an instant or sorcery spell, create a 1/1 blue Bird Illusion creature token with flying. <div>[sideboard]</div> <div>1/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>	<div> <div> Prismatic Strands <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> Prevent all damage that sources of the color of your choice would deal this turn. Flashback--Tap an untapped white creature you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.) <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>	<div> <div> Standard Bearer <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Flagbearer</div> <div> While an opponent is choosing targets as part of casting a spell they control or activating an ability they control, that player must choose at least one Flagbearer on the battlefield if able. <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>
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