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When this creature enters, return target instant or sorcery card from your graveyard to your hand.

1/2

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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

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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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<div><div>Breath Weapon</div><div><div>2</div><div>R</div></div></div> <div><div>Instant</div><div>Breath Weapon deals 2 damage to each non-Dragon creature.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Breath Weapon</div><div><div>2</div><div>R</div></div></div> <div><div>Instant</div><div>Breath Weapon deals 2 damage to each non-Dragon creature.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Cleansing Wildfire</div><div><div>1</div><div>R</div></div></div> <div><div>Sorcery</div><div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Cleansing Wildfire</div><div><div>1</div><div>R</div></div></div> <div><div>Sorcery</div><div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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<div><div>Galvanic Discharge</div><div>Instant</div><div>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Galvanic Discharge</div><div>Instant</div><div>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Galvanic Discharge</div><div>Instant</div><div>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Galvanic Discharge</div><div>Instant</div><div>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Glacial Floodplain Snow Land -- Plains Island ({T}: Add {W} or {U}.) This land enters tapped.	Jolted Awake (W) Sorcery Choose up to one target artifact or creature card in your graveyard. You get {E}{E} (two energy counters). Then you may pay an amount of {E} equal to that card's mana value. If you do, return it from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.)	Kenku Artificer (2)(U) Creature -- Bird Artificer Homunculus Servant -- When this creature enters, put three +1/+1 counters on up to one target noncreature artifact. That artifact becomes a 0/0 Homunculus artifact creature with flying. <div>1/1</div>	Lórien Revealed (3)(U)(U) Sorcery Draw three cards. Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)
Lórien Revealed (3)(U)(U) Sorcery Draw three cards. Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)	Lórien Revealed (3)(U)(U) Sorcery Draw three cards. Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)	Lórien Revealed (3)(U)(U) Sorcery Draw three cards. Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)	Mulldrifter (4)(U) Creature -- Elemental Flying When this creature enters, draw two cards. Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) <div>2/2</div>

④ ⑤

Flying
When this creature enters, draw two cards.
Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

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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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This land enters tapped.
Indestructible
{T}: Add {R} or {W}.

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<div><div>Rustvale Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {R} or {W}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Silverbluff Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {U} or {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Silverbluff Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {U} or {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Silverbluff Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {U} or {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Tune the Narrative</div><div>Instant</div><div>Draw a card. You get {E}{E} (two energy counters).</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Tune the Narrative</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Draw a card. You get {E}{E} (two energy counters).</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Tune the Narrative</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Draw a card. You get {E}{E} (two energy counters).</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Union of the Third Path</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <p>Draw a card, then you gain life equal to the number of cards in your hand.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Volatile Fjord</div> </div> <div> <div>Snow Land -- Island Mountain</div> <div> <p>{T}: Add {U} or {R}.) This land enters tapped.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Breath Weapon</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <p>Breath Weapon deals 2 damage to each non-Dragon creature.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Cast into the Fire</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <p>Choose one -- * Cast into the Fire deals 1 damage to each of up to two target creatures. * Exile target artifact.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Cast into the Fire</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <p>Choose one -- * Cast into the Fire deals 1 damage to each of up to two target creatures. * Exile target artifact.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Destroy Evil</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <p>Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div> God-Pharaoh's Faithful W </div> <div> Creature -- Human Wizard </div> <div> Whenever you cast a blue, black, or red spell, you gain 1 life. </div> <div> [sideboard] </div> <div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> God-Pharaoh's Faithful W </div> <div> Creature -- Human Wizard </div> <div> Whenever you cast a blue, black, or red spell, you gain 1 life. </div> <div> [sideboard] </div> <div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Gorilla Shaman R </div> <div> Creature -- Ape Shaman </div> <div> {X}{X}{1}: Destroy target noncreature artifact with mana value X. </div> <div> [sideboard] </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Hydroblast U </div> <div> Instant </div> <div> Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
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<div> <div>Pyroblast</div> <div>Instant</div> <div> Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Relic of Progenitus</div> <div>Artifact</div> <div> {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Tormod's Crypt</div> <div>Artifact</div> <div> {T}, Sacrifice this artifact: Exile target player's graveyard. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	