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| <div>Analyze the Pollen</div> <div>Sorcery</div> <div>As an additional cost to cast this spell, you may collect evidence 8. (Exile cards with total mana value 8 or greater from your graveyard.) Search your library for a basic land card. If evidence was collected, instead search your library for a creature or land card. Reveal that card, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Analyze the Pollen</div> <div>Sorcery</div> <div>As an additional cost to cast this spell, you may collect evidence 8. (Exile cards with total mana value 8 or greater from your graveyard.) Search your library for a basic land card. If evidence was collected, instead search your library for a creature or land card. Reveal that card, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Botanical Sanctum</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                  | <div>Botanical Sanctum</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                  |
| <div>Botanical Sanctum</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                             | <div>Botanical Sanctum</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                             | <div>Bushwhack</div> <div>Sorcery</div> <div>Choose one --<br/>* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.<br/>* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Bushwhack</div> <div>Sorcery</div> <div>Choose one --<br/>* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.<br/>* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div><div><div><div></div><div><b>Bushwhack</b></div><div>⑥</div></div></div><div>Sorcery</div><div>Choose one --<br/>* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.<br/>* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                               | <div><div><div><div><div><div></div><div><b>Bushwhack</b></div><div>⑥</div></div></div><div>Sorcery</div><div>Choose one --<br/>* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.<br/>* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                               | <div><div><div><div><div><div></div><div><b>Cache Grab</b></div><div>①⑥</div></div></div><div>Instant</div><div>Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.")</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Cache Grab</b></div><div>①⑥</div></div></div><div>Instant</div><div>Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.")</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div><div><div><div></div><div><b>Cache Grab</b></div><div>①⑥</div></div></div><div>Instant</div><div>Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.")</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Cache Grab</b></div><div>①⑥</div></div></div><div>Instant</div><div>Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.")</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Eddymurk Crab</b></div><div>⑤④④</div></div></div><div>Creature -- Elemental Crab</div><div>Flash<br/>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.<br/>This creature enters tapped if it's not your turn.<br/>When this creature enters, tap up to two target creatures.</div><div><div>5/5</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                      | <div><div><div><div><div><div></div><div><b>Eddymurk Crab</b></div><div>⑤④④</div></div></div><div>Creature -- Elemental Crab</div><div>Flash<br/>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.<br/>This creature enters tapped if it's not your turn.<br/>When this creature enters, tap up to two target creatures.</div><div><div>5/5</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                      |

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| <div><div>Eddymurk Crab</div><div><div>5</div><div>U</div><div>U</div></div></div> <div><div>Creature -- Elemental Crab</div><div>Flash<br/>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.<br/>This creature enters tapped if it's not your turn.<br/>When this creature enters, tap up to two target creatures.</div><div><div>5/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Eddymurk Crab</div><div><div>5</div><div>U</div><div>U</div></div></div> <div><div>Creature -- Elemental Crab</div><div>Flash<br/>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.<br/>This creature enters tapped if it's not your turn.<br/>When this creature enters, tap up to two target creatures.</div><div><div>5/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div></div> <div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                               | <div><div>Gloomlake Verge</div></div> <div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                              |
| <div><div>Gloomlake Verge</div></div> <div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                | <div><div>Gloomlake Verge</div></div> <div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                | <div><div>Gloomlake Verge</div></div> <div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Hedge Maze</div></div> <div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

## Hedge Maze

Land - - Forest Island

(**{T}**: Add **{G}** or **{U}**.)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your  
library. You may put it into your  
graveyard.)

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## Hedge Maze

Land - - Forest Island

(**{T}**: Add **{G}** or **{U}**.)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your  
library. You may put it into your  
graveyard.)

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## Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rona's Vortex

U

Instant

Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.)  
Return target creature or planeswalker you don't control to its owner's hand. If this spell was kicked, put that permanent on the bottom of its owner's library instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rona's Vortex

U

Instant

Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.)  
Return target creature or planeswalker you don't control to its owner's hand. If this spell was kicked, put that permanent on the bottom of its owner's library instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rona's Vortex

U

Instant

Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.)  
Return target creature or planeswalker you don't control to its owner's hand. If this spell was kicked, put that permanent on the bottom of its owner's library instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Seed of Hope

**G**

Instant

Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)

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| <div><div>Seed of Hope</div><div>G</div><div>Instant</div><div>Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Seed of Hope</div><div>G</div><div>Instant</div><div>Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Seed of Hope</div><div>G</div><div>Instant</div><div>Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sleight of Hand</div><div>U</div><div>Sorcery</div><div>Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                 |
| <div><div>Sleight of Hand</div><div>U</div><div>Sorcery</div><div>Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                 | <div><div>Sleight of Hand</div><div>U</div><div>Sorcery</div><div>Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                 | <div><div>Sleight of Hand</div><div>U</div><div>Sorcery</div><div>Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                 | <div><div>Stormchaser's Talent</div><div>U</div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.<br/>{3}{U}: Level 2<br/>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.<br/>{5}{U}: Level 3<br/>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Stormchaser's Talent</div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.<br/>{3}{U}: Level 2<br/>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.<br/>{5}{U}: Level 3<br/>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stormchaser's Talent</div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.<br/>{3}{U}: Level 2<br/>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.<br/>{5}{U}: Level 3<br/>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stormchaser's Talent</div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.<br/>{3}{U}: Level 2<br/>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.<br/>{5}{U}: Level 3<br/>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>This Town Ain't Big Enough</div><div>Instant</div><div>This spell costs {3} less to cast if it targets a permanent you control. Return up to two target nonland permanents to their owners' hands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                        |
| <div><div>This Town Ain't Big Enough</div><div>Instant</div><div>This spell costs {3} less to cast if it targets a permanent you control. Return up to two target nonland permanents to their owners' hands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                 | <div><div>This Town Ain't Big Enough</div><div>Instant</div><div>This spell costs {3} less to cast if it targets a permanent you control. Return up to two target nonland permanents to their owners' hands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                 | <div><div>This Town Ain't Big Enough</div><div>Instant</div><div>This spell costs {3} less to cast if it targets a permanent you control. Return up to two target nonland permanents to their owners' hands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                 | <div><div>Tolarian Terror</div><div>Creature -- Serpent</div><div>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.<br/>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Tolarian Terror</div><div>6U</div></div><div>Creature -- Serpent</div><div><div>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.<br/>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)</div><div>5/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Tolarian Terror</div><div>6U</div></div><div>Creature -- Serpent</div><div><div>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.<br/>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)</div><div>5/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Tolarian Terror</div><div>6U</div></div><div>Creature -- Serpent</div><div><div>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.<br/>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)</div><div>5/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Unsummon</div><div>U</div></div><div>Instant</div><div><div>Return target creature to its owner's hand.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                        |
| <div><div><div>Unsummon</div><div>U</div></div><div>Instant</div><div><div>Return target creature to its owner's hand.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                           | <div><div><div>Up the Beanstalk</div><div>1G</div></div><div>Enchantment</div><div><div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                    | <div><div><div>Up the Beanstalk</div><div>1G</div></div><div>Enchantment</div><div><div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                    | <div><div><div>Up the Beanstalk</div><div>1G</div></div><div>Enchantment</div><div><div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <p><b>Up the Beanstalk</b> (1)(G)</p> <p>Enchantment</p> <p>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                           | <p><b>Yavimaya Coast</b></p> <p>Land</p> <p>{T}: Add {C}.</p> <p>{T}: Add {G} or {U}. This land deals 1 damage to you.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Yavimaya Coast</b></p> <p>Land</p> <p>{T}: Add {C}.</p> <p>{T}: Add {G} or {U}. This land deals 1 damage to you.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                      | <p><b>Yavimaya Coast</b></p> <p>Land</p> <p>{T}: Add {C}.</p> <p>{T}: Add {G} or {U}. This land deals 1 damage to you.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Anoint with Affliction</b> (1)(B)</p> <p>Instant</p> <p>Exile target creature if it has mana value 3 or less.</p> <p>Corrupted -- Exile that creature instead if its controller has three or more poison counters.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Go for the Throat</b> (1)(B)</p> <p>Instant</p> <p>Destroy target nonartifact creature.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>       | <p><b>Keen-Eyed Curator</b> (G)(G)</p> <p>Creature -- Raccoon Scout</p> <p>As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.</p> <p>{1}: Exile target card from a graveyard.</p> <p>[sideboard]</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Minor Misstep</b> (U)</p> <p>Instant</p> <p>Counter target spell with mana value 1 or less.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>   |

① ②

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## ①②

Counter target noncreature spell.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑧

Flash  
When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.  
Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② B

Flash  
When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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Choose one --
* Destroy target creature with flying.
* Destroy target enchantment.
* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
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[sidebar]

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## ①②W

When this creature enters, target creature you control gets +2/+2 until end of turn.

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2/2

- - - ADVENTURE - - -

① ⑧

Creatures your opponents control get -1/-1 until end of turn. (Then exile this card. You may cast the creature later from exile.)

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)  
Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.

[sideboard]

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| <div> <div>Tear Asunder</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Instant</div> <div> <div>Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)</div> <div>Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>The Swarmweaver</div> <div> <div>2</div> <div>B</div> <div>G</div> </div> </div> <div> <div> <div>Legendary Artifact Creature -- Scarecrow</div> <div> <div>When The Swarmweaver enters, create two 1/1 black and green Insect creature tokens with flying.</div> <div>Delirium -- As long as there are four or more card types among cards in your graveyard, Insects and Spiders you control get +1/+1 and have deathtouch.</div> <div>[sideboard]</div> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div></div> | <div> <div>Tishana's Tidebinder</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div> <div>Creature -- Merfolk Wizard</div> <div> <div>Flash</div> <div>When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)</div> <div>[sideboard]</div> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div></div> |  |
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