

Bayou

Land - - Swamp Forest

($\{T\}$: Add $\{B\}$ or $\{G\}$.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brainstorm

U

Instant

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

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Dress Down

①②

Enchantment

Flash
When this enchantment enters, draw a card.
Creatures lose all abilities.
At the beginning of the end step, sacrifice this enchantment.

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Dress Down

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When this enchantment enters, draw a card.
Creatures lose all abilities.
At the beginning of the end step, sacrifice this enchantment.

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Endurance

1GG

Creature -- Elemental Incarnation

Flash
Reach
When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.
Evoke--Exile a green card from your hand.

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3/4

<div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Force of Negation1UU</div><div>Instant</div><div>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Force of Negation1UU</div><div>Instant</div><div>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Force of Will3UU</div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Force of Will3UU</div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

3 U U

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Counter target spell.

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(X) (R) (W)

Create X 2/2 red Human Knight creature tokens with trample and haste. Whenever one or more creatures you control deal combat damage to one or more players this turn, you become the monarch.

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5 W

Flash
Domain -- This spell costs {1} less
to cast for each basic land type
among lands you control.
When this enchantment enters, exile
target nonland permanent an opponent
controls until this enchantment
leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 W

Flash
Domain -- This spell costs {1} less
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑤⑥

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑤⑥

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When this enchantment enters, exile
target nonland permanent an opponent
controls until this enchantment
leaves the battlefield.

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① ②

Return up to three target land cards from your graveyard to your hand. Dredge 3 (If you would draw a card, you may mill three cards instead. If you do, return this card from your graveyard to your hand.)

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<div>Lórien Revealed3UU</div> <div>Sorcery</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Lórien Revealed3UU</div> <div>Sorcery</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Lórien Revealed3UU</div> <div>Sorcery</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Lórien Revealed3UU</div> <div>Sorcery</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Meticulous Archive</div> <div>Land -- Plains Island</div> <div>{T}: Add {W} 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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Misty Rainforest</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Misty Rainforest</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Misty Rainforest</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Misty Rainforest

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.

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.

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Orcish Bowmasters

① B

Creature -- Orc Archer

Flash
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

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Orcish Bowmasters

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When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

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creature deals 1 damage to any
target. Then amass Orcs 1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polluted Delta

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

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{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

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<div><div><div>Polluted Delta</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Ponder</div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Ponder</div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Ponder</div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Ponder</div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Prismatic Ending</div><div>Sorcery</div><div>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Savannah</div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>{T}: Add {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>Solitude</div> <div>3WW</div> <div>Creature -- Elemental Incarnation</div> <div>Flash Lifelink When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power. Evoke--Exile a white card from your hand.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swords to Plowshares</div> <div>W</div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Swords to Plowshares</div> <div>W</div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swords to Plowshares</div> <div>W</div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swords to Plowshares</div> <div>W</div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Teferi, Time Raveler</div> <div>1WU</div> <div>Legendary Planeswalker -- Teferi</div> <div>Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

① W U

Each opponent can cast spells only any time they could cast a sorcery

[+1]: Until your next turn, you may cast sorcery spells as though they had flash.

[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.

L 4

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④ W W

Put all creatures on the bottom of their owners' libraries.
Miracle {W} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)

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Miracle {W} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)

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Put all creatures on the bottom of their owners' libraries.
Miracle {W} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)

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(**{T}**: Add **{U}** or **{R}**.)
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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤

Lifelink
Praesidium Protectiva -- When this creature is put into your graveyard from the battlefield, exile it and the top six cards of your library in a face-down pile. If you do, shuffle that pile and put it back on top of your library.
Miracle {1}{W} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ W

Lifelink
Praesidium Protectiva -- When this creature is put into your graveyard from the battlefield, exile it and the top six cards of your library in a face-down pile. If you do, shuffle that pile and put it back on top of your library.
Miracle {1}{W} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)

5/5

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div>Tropical Island</div><div>Land -- Forest Island</div><div>({T}): Add {G} or {U}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Tundra</div><div>Land -- Plains Island</div><div>({T}): Add {W} or {U}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Tundra</div><div>Land -- Plains Island</div><div>({T}): Add {W} or {U}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Underground Sea</div><div>Land -- Island Swamp</div><div>({T}): Add {U} or {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Up the Beanstalk</div><div>Enchantment</div><div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Up the Beanstalk</div><div>Enchantment</div><div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Up the Beanstalk</div><div>Enchantment</div><div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Up the Beanstalk</div><div>Enchantment</div><div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div><div>Uro, Titan of Nature's Wrath 1GⓊ</div><div>Legendary Creature -- Elder Giant</div><div>When Uro enters, sacrifice it unless it escaped. Whenever Uro enters or attacks, you gain 3 life and draw a card, then you may put a land card from your hand onto the battlefield. Escape--G{G}{U}{U}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Uro, Titan of Nature's Wrath 1GⓊ</div><div>Legendary Creature -- Elder Giant</div><div>When Uro enters, sacrifice it unless it escaped. Whenever Uro enters or attacks, you gain 3 life and draw a card, then you may put a land card from your hand onto the battlefield. Escape--G{G}{U}{U}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Uro, Titan of Nature's Wrath 1GⓊ</div><div>Legendary Creature -- Elder Giant</div><div>When Uro enters, sacrifice it unless it escaped. Whenever Uro enters or attacks, you gain 3 life and draw a card, then you may put a land card from your hand onto the battlefield. Escape--G{G}{U}{U}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Volcanic Island</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Witherbloom Command BG</div><div>Sorcery</div><div>Choose two -- * Target player mills three cards, then you return a land card from your graveyard to your hand. * Destroy target noncreature, nonland permanent with mana value 2 or less. * Target creature gets -3/-1 until end of turn. * Target opponent loses 2 life and you gain 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Xander's Lounge</div><div>Land -- Island Swamp Mountain</div><div>{T}: Add {U}, {B}, or {R}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div> Carpet of Flowers Ⓞ </div> <div> Enchantment <div> At the beginning of each of your main phases, if you haven't added mana with this ability this turn, you may add X mana of any one color, where X is the number of Islands target opponent controls. <div>[sideboard]</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Carpet of Flowers Ⓞ </div> <div> Enchantment <div> At the beginning of each of your main phases, if you haven't added mana with this ability this turn, you may add X mana of any one color, where X is the number of Islands target opponent controls. <div>[sideboard]</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Consign to Memory Ⓤ </div> <div> Instant <div> Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell. <div>[sideboard]</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Consign to Memory Ⓤ </div> <div> Instant <div> Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell. <div>[sideboard]</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> <div> Containment Priest 1W </div> <div> Creature -- Human Cleric <div> Flash If a nontoken creature would enter and it wasn't cast, exile it instead. <div>[sideboard]</div> </div> </div> <div> <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Force of Vigor 2ⓄⓄ </div> <div> Instant <div> If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments. <div>[sideboard]</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Force of Vigor 2ⓄⓄ </div> <div> Instant <div> If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments. <div>[sideboard]</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Lavinia, Azorius Renegade WⓊ </div> <div> Legendary Creature -- Human Soldier <div> Each opponent can't cast noncreature spells with mana value greater than the number of lands that player controls. Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell. <div>[sideboard]</div> </div> </div> <div> <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

®

Choose one --

- * Counter target spell if it's blue.
- * Destroy target permanent if it's blue.

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BP

{B/P} can be paid with either {B} or 2 life.)
Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.

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Ⓒ

Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)

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G

Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)

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②

Whenever a player casts a spell, if no colored mana was spent to cast it, counter that spell.

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③ (W/U) (W/U)

Companion -- Your starting deck contains at least twenty cards more than the minimum deck size. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)

When Yorion enters, exile any number of other nonland permanents you own and control. Return those cards to the battlefield at the beginning of the next end step.

4/5

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