

G

Reach
When this creature enters, you may put a land card from your hand onto the battlefield tapped.

0/3

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G G G

Choose one --

- * Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- * Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- * Exile target artifact or enchantment.

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  your hand. Then shuffle.
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② ⑥

Return target card from your graveyard to your hand.

- - - BACK FACE - - -

Land

This land enters tapped.
{T}: Add {G}.

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② ⑥

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Land

This land enters tapped.
{T}: Add {G}.

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Legendary Land

{T}: Add {G}.
Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.

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Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {G} or {U}.

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sheet 2/10 - 8 cards - 2.5 x 3.5 in each

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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Land -- Forest Island

($\{T\}$: Add $\{G\}$ or $\{U\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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((T): Add {G} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Enchantment Creature -- Turtle

Flying, ward {2}
Channel -- {2}{6}, Discard this card: Return target card from your graveyard to your hand.
Channel -- {1}{U}, Discard this card: Return target creature to its owner's hand.

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Sorcerv

Search your library for a card, put that card into your hand, then shuffle.

Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, add {B}{B}{B}.

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Sorcery

Search your library for a card, put that card into your hand, then shuffle.

Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, add {B}{B}{B}.

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Sorcery

Search your library for up to three monocolored cards with different names and exile them. An opponent chooses one of those cards. Shuffle that card into your library. You may cast the other cards without paying their mana costs. Exile Emergent Ultimatum.

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<div><div>Emergent Ultimatum</div><div><div>B</div><div>B</div><div>G</div><div>G</div><div>G</div><div>U</div><div>U</div></div></div> <div>Sorcery</div> <div>Search your library for up to three monocolored cards with different names and exile them. An opponent chooses one of those cards. Shuffle that card into your library. You may cast the other cards without paying their mana costs. Exile Emergent Ultimatum.</div> <div><div>1/4</div></div> <div><div>Granted</div><div><div>3</div><div>U</div></div></div> <div>Sorcery -- Adventure</div> <div>You may reveal a noncreature card you own from outside the game and put it into your hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Fae of Wishes</div><div><div>1</div><div>U</div></div></div> <div>Creature -- Faerie Wizard</div> <div>Flying {1}{U}, Discard two cards: Return this creature to its owner's hand.</div> <div><div>1/4</div></div> <div><div>Granted</div><div><div>3</div><div>U</div></div></div> <div>Sorcery -- Adventure</div> <div>You may reveal a noncreature card you own from outside the game and put it into your hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Forest</div></div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Hedge Maze</div></div> <div>Land -- Forest Island</div> <div>{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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Hidden Strings</div><div><div>1</div><div>U</div></div></div> <div>Sorcery</div> <div>You may tap or untap target permanent, then you may tap or untap another target permanent. Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Hidden Strings</div><div><div>1</div><div>U</div></div></div> <div>Sorcery</div> <div>You may tap or untap target permanent, then you may tap or untap another target permanent. Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Hidden Strings</div><div><div>1</div><div>U</div></div></div> <div>Sorcery</div> <div>You may tap or untap target permanent, then you may tap or untap another target permanent. Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Hidden Strings</div><div><div>1</div><div>U</div></div></div> <div>Sorcery</div> <div>You may tap or untap target permanent, then you may tap or untap another target permanent. Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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<div><div><div>Omniscience</div><div><div>7</div><div>U</div><div>U</div><div>U</div></div></div><div><div>Enchantment</div><div>You may cast spells from your hand without paying their mana costs.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Otawara, Soaring City</div><div><div>3</div><div>U</div><div>U</div></div></div><div><div>Legendary Land</div><div><div>{T}</div>: Add <div>{U}</div>. Channel -- <div>{3}{U}</div>, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs <div>{1}</div> less to activate for each legendary creature you control.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Pore Over the Pages</div><div><div>3</div><div>U</div><div>U</div></div></div><div><div>Sorcery</div><div>Draw three cards, untap up to two lands, then discard a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Pore Over the Pages</div><div><div>3</div><div>U</div><div>U</div></div></div><div><div>Sorcery</div><div>Draw three cards, untap up to two lands, then discard a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div><div>Sylvan Scrying</div><div>①⑥</div></div> <div>Sorcery</div> <div>Search your library for a land card, reveal it, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Sylvan Scrying</div><div>①⑥</div></div> <div>Sorcery</div> <div>Search your library for a land card, reveal it, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Sylvan Scrying</div><div>①⑥</div></div> <div>Sorcery</div> <div>Search your library for a land card, reveal it, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Temple of Mystery</div></div> <div>Land</div> <div>This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {G} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Temple of Mystery</div></div> <div>Land</div> <div>This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {G} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Thespian's Stage</div></div> <div>Land</div> <div>{T}: Add {C}. {2}, {T}: This land becomes a copy of target land, except it has this ability.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Thespian's Stage</div></div> <div>Land</div> <div>{T}: Add {C}. {2}, {T}: This land becomes a copy of target land, except it has this ability.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Thespian's Stage</div></div> <div>Land</div> <div>{T}: Add {C}. {2}, {T}: This land becomes a copy of target land, except it has this ability.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Vizier of Tumbling Sands (2)(U) Creature -- Human Cleric {T}: Untap another target permanent. Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.) When you cycle this card, untap target permanent. <div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vizier of Tumbling Sands (2)(U) Creature -- Human Cleric {T}: Untap another target permanent. Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.) When you cycle this card, untap target permanent. <div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vizier of Tumbling Sands (2)(U) Creature -- Human Cleric {T}: Untap another target permanent. Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.) When you cycle this card, untap target permanent. <div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vizier of Tumbling Sands (2)(U) Creature -- Human Cleric {T}: Untap another target permanent. Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.) When you cycle this card, untap target permanent. <div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Approach of the Second Sun (6)(W) Sorcery If this spell was cast from your hand and you've cast another spell named Approach of the Second Sun this game, you win the game. Otherwise, put Approach of the Second Sun into its owner's library seventh from the top and you gain 7 life. [sideboard] <div>5/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragonlord Dromoka (4)(G)(W) Legendary Creature -- Elder Dragon This spell can't be countered. Flying, lifelink Your opponents can't cast spells during your turn. [sideboard] <div>5/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emergent Ultimatum (B)(B)(G)(G)(G)(U)(U) Sorcery Search your library for up to three monocolored cards with different names and exile them. An opponent chooses one of those cards. Shuffle that card into your library. You may cast the other cards without paying their mana costs. Exile Emergent Ultimatum. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of Sanctity (2)(W)(W) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Leyline of Sanctity (2)(W)(W)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Leyline of Sanctity (2)(W)(W)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Leyline of Sanctity (2)(W)(W)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mystical Dispute (2)(U)</div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Mystical Dispute (2)(U)</div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Path of Peril (1)(B)(B)</div><div>Sorcery</div><div>Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Destroy all creatures [with mana value 2 or less].</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Shadows' Verdict (3)(B)(B)</div><div>Sorcery</div><div>Exile all creatures and planeswalkers with mana value 3 or less from the battlefield and all creature and planeswalker cards with mana value 3 or less from all graveyards.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Silence (W)</div><div>Instant</div><div>Your opponents can't cast spells this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div> Temporary Lockdown 1WW </div> <div> Enchantment </div> <div> When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Temporary Lockdown 1WW </div> <div> Enchantment </div> <div> When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Unauthorized Exit 1U </div> <div> Instant </div> <div> Return target nonland permanent to its owner's hand. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	