

② ③ ④

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

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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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①②

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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## ①②U

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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① ②

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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U

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

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| <div><div>Brainstorm</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                   | <div><div>Cast into the Fire</div><div>Instant</div><div>Choose one --<br/>* Cast into the Fire deals 1 damage to each of up to two target creatures.<br/>* Exile target artifact.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                          | <div><div>Cast into the Fire</div><div>Instant</div><div>Choose one --<br/>* Cast into the Fire deals 1 damage to each of up to two target creatures.<br/>* Exile target artifact.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                          | <div><div>Cleansing Wildfire</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Cleansing Wildfire</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Cleansing Wildfire</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Cleansing Wildfire</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                    |

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| <div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                            | <div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Dawnbringer Cleric</div><div>Creature -- Human Cleric</div><div>When this creature enters, choose one --<br/>* Cure Wounds -- You gain 2 life.<br/>* Dispel Magic -- Destroy target enchantment.<br/>* Gentle Repose -- Exile target card from a graveyard.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                              |
| <div><div>Dawnbringer Cleric</div><div>Creature -- Human Cleric</div><div>When this creature enters, choose one --<br/>* Cure Wounds -- You gain 2 life.<br/>* Dispel Magic -- Destroy target enchantment.<br/>* Gentle Repose -- Exile target card from a graveyard.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dispel</div><div>Instant</div><div>Counter target instant spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dispel</div><div>Instant</div><div>Counter target instant spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ephemerate</div><div>Instant</div><div>Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Ephemerate</div><div>W</div></div><div>Instant</div><div>Exile target creature you control, then return it to the battlefield under its owner's control.<br/>Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ephemerate</div><div>W</div></div><div>Instant</div><div>Exile target creature you control, then return it to the battlefield under its owner's control.<br/>Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Glacial Floodplain</div></div><div>Snow Land -- Plains Island</div><div>({T}: Add {W} or {U}.)<br/>This land enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                               | <div><div><div>Lightning Bolt</div><div>R</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                 |
| <div><div><div>Lightning Bolt</div><div>R</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                    | <div><div><div>Lórien Revealed</div><div>3UU</div></div><div>Sorcery</div><div>Draw three cards.<br/>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>                                                                                                                    | <div><div><div>Lórien Revealed</div><div>3UU</div></div><div>Sorcery</div><div>Draw three cards.<br/>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> | <div><div><div>Lórien Revealed</div><div>3UU</div></div><div>Sorcery</div><div>Draw three cards.<br/>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> |

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| <div>Lórien Revealed</div> <div> <div>3</div> <div>U</div> <div>U</div> </div> <div>Sorcery</div> <div> <p>Draw three cards.</p> <p>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mulldrifter</div> <div> <div>4</div> <div>U</div> </div> <div>Creature -- Elemental</div> <div> <p>Flying</p> <p>When this creature enters, draw two cards.</p> <p>Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mulldrifter</div> <div> <div>4</div> <div>U</div> </div> <div>Creature -- Elemental</div> <div> <p>Flying</p> <p>When this creature enters, draw two cards.</p> <p>Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mulldrifter</div> <div> <div>4</div> <div>U</div> </div> <div>Creature -- Elemental</div> <div> <p>Flying</p> <p>When this creature enters, draw two cards.</p> <p>Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Murmuring Mystic</div> <div> <div>3</div> <div>U</div> </div> <div>Creature -- Human Wizard</div> <div> <p>Whenever you cast an instant or sorcery spell, create a 1/1 blue Bird Illusion creature token with flying.</p> </div> <div>1/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                              | <div>Murmuring Mystic</div> <div> <div>3</div> <div>U</div> </div> <div>Creature -- Human Wizard</div> <div> <p>Whenever you cast an instant or sorcery spell, create a 1/1 blue Bird Illusion creature token with flying.</p> </div> <div>1/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                    | <div>Rustvale Bridge</div> <div> <div>3</div> <div>U</div> </div> <div>Artifact Land</div> <div> <p>This land enters tapped.</p> <p>Indestructible</p> <p>{T}: Add {R} or {W}.</p> </div> <div>1/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                | <div>Rustvale Bridge</div> <div> <div>3</div> <div>U</div> </div> <div>Artifact Land</div> <div> <p>This land enters tapped.</p> <p>Indestructible</p> <p>{T}: Add {R} or {W}.</p> </div> <div>1/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                |

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| <div><div><b>Rustvale Bridge</b></div><div>Artifact Land</div><div>This land enters tapped.<br/>Indestructible<br/>{T}: Add {R} or {W}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>    | <div><div><b>Rustvale Bridge</b></div><div>Artifact Land</div><div>This land enters tapped.<br/>Indestructible<br/>{T}: Add {R} or {W}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>    | <div><div><b>Silverbluff Bridge</b></div><div>Artifact Land</div><div>This land enters tapped.<br/>Indestructible<br/>{T}: Add {U} or {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                       | <div><div><b>Silverbluff Bridge</b></div><div>Artifact Land</div><div>This land enters tapped.<br/>Indestructible<br/>{T}: Add {U} or {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                       |
| <div><div><b>Silverbluff Bridge</b></div><div>Artifact Land</div><div>This land enters tapped.<br/>Indestructible<br/>{T}: Add {U} or {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><b>Silverbluff Bridge</b></div><div>Artifact Land</div><div>This land enters tapped.<br/>Indestructible<br/>{T}: Add {U} or {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><b>Skred</b> </div><div>Instant</div><div>Skred deals damage to target creature equal to the number of snow permanents you control.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><b>Skred</b> </div><div>Instant</div><div>Skred deals damage to target creature equal to the number of snow permanents you control.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Skred</div><div>Instant</div><div>Skred deals damage to target creature equal to the number of snow permanents you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Skred</div><div>Instant</div><div>Skred deals damage to target creature equal to the number of snow permanents you control.</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>                                           | <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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| <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>Volatile Fjord</div><div>Snow Land -- Island Mountain</div><div>({T}: Add {U} or {R}.)<br/>This land enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         |
| <div><div>Campfire1</div><div>Artifact</div><div>{1}, {T}: You gain 2 life.<br/>{2}, {T}, Exile this artifact: Put all commanders you own from the command zone and from your graveyard into your hand. Then shuffle your graveyard into your library.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Campfire1</div><div>Artifact</div><div>{1}, {T}: You gain 2 life.<br/>{2}, {T}, Exile this artifact: Put all commanders you own from the command zone and from your graveyard into your hand. Then shuffle your graveyard into your library.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Destroy Evil1W</div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with toughness 4 or greater.<br/>* Destroy target enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Destroy Evil1W</div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with toughness 4 or greater.<br/>* Destroy target enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Essence Scatter</div><div>①②</div></div><div><div>Instant</div><div>Counter target creature spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                              | <div><div><div>Essence Scatter</div><div>①②</div></div><div><div>Instant</div><div>Counter target creature spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                              | <div><div><div>Gorilla Shaman</div><div>Ⓡ</div></div><div><div>Creature -- Ape Shaman</div><div>{X}{X}{1}: Destroy target noncreature artifact with mana value X.</div><div>[sideboard]</div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Hydroblast</div><div>②</div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>  |
| <div><div><div>Hydroblast</div><div>②</div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Hydroblast</div><div>②</div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Pyroblast</div><div>Ⓡ</div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Pyroblast</div><div>Ⓡ</div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div> <div>Red Elemental Blast</div> <div>R</div> </div> <div>Instant</div> <div>Choose one --</div> <div> <div>* Counter target blue spell.</div> <div>* Destroy target blue permanent.</div> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Relic of Progenitus</div> <div>1</div> </div> <div>Artifact</div> <div>{T}: Target player exiles a card from their graveyard.</div> <div>{1}, Exile this artifact: Exile all graveyards. Draw a card.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Relic of Progenitus</div> <div>1</div> </div> <div>Artifact</div> <div>{T}: Target player exiles a card from their graveyard.</div> <div>{1}, Exile this artifact: Exile all graveyards. Draw a card.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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