

Adarkar Wastes

Land

{T}: Add {C}.
{T}: Add {W} or {U}. This land deals
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Cleansing Nova

3 W W

Sorcery

Choose one --

- * Destroy all creatures.
- * Destroy all artifacts and enchantments.

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Coveted Falcon

① U U

Artifact Creature -- Bird

Flying
Whenever this creature attacks, gain control of target permanent you own but don't control.

Disguise {1}{U}
When this creature is turned face up, target opponent gains control of any number of target permanents you control. Draw a card for each one they gained control of this way.

1/4

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Coveted Falcon 1 U U Artifact Creature -- Bird Flying Whenever this creature attacks, gain control of target permanent you own but don't control. Disguise {1}{U} When this creature is turned face up, target opponent gains control of any number of target permanents you control. Draw a card for each one they gained control of this way. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Coveted Falcon 1 U U Artifact Creature -- Bird Flying Whenever this creature attacks, gain control of target permanent you own but don't control. Disguise {1}{U} When this creature is turned face up, target opponent gains control of any number of target permanents you control. Draw a card for each one they gained control of this way. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deduce 1 U Instant Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deduce 1 U Instant Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Demolition Field Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deserted Beach Land This land enters tapped unless you control two or more other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deserted Beach Land This land enters tapped unless you control two or more other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eiganjo, Seat of the Empire Legendary Land {T}: Add {W}. Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Fateful Absence 1 W Instant Destroy target creature or planeswalker. Its controller investigates. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fateful Absence 1 W Instant Destroy target creature or planeswalker. Its controller investigates. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fateful Absence 1 W Instant Destroy target creature or planeswalker. Its controller investigates. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Field of Ruin Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Field of Ruin Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fountainport Land {T}: Add {C}. {2}, {T}, Sacrifice a token: Draw a card. {3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token. {4}, {T}: Create a Treasure token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fountainport Land {T}: Add {C}. {2}, {T}, Sacrifice a token: Draw a card. {3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token. {4}, {T}: Create a Treasure token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hallowed Fountain Land -- Plains Island ({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Island Basic Land -- Island ({T}): Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	March of Otherworldly Light (X)(W) Instant As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	March of Otherworldly Light (X)(W) Instant As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	March of Otherworldly Light (X)(W) Instant As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Nine Lives 1 W W Enchantment Hexproof If a source would deal damage to you, prevent that damage and put an incarnation counter on this enchantment. When there are nine or more incarnation counters on this enchantment, exile it. When this enchantment leaves the battlefield, you lose the game. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nine Lives 1 W W Enchantment Hexproof If a source would deal damage to you, prevent that damage and put an incarnation counter on this enchantment. When there are nine or more incarnation counters on this enchantment, exile it. When this enchantment leaves the battlefield, you lose the game. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nine Lives 1 W W Enchantment Hexproof If a source would deal damage to you, prevent that damage and put an incarnation counter on this enchantment. When there are nine or more incarnation counters on this enchantment, exile it. When this enchantment leaves the battlefield, you lose the game. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nine Lives 1 W W Enchantment Hexproof If a source would deal damage to you, prevent that damage and put an incarnation counter on this enchantment. When there are nine or more incarnation counters on this enchantment, exile it. When this enchantment leaves the battlefield, you lose the game. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
No More Lies W U Instant Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	No More Lies W U Instant Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	No More Lies W U Instant Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	No More Lies W U Instant Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Otawara, Soaring City Legendary Land {T}: Add {U}. Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Anchorage Land This land enters tapped. {T}: Add {W} or {U}. {1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land. Whenever this land attacks, create a Map token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Restless Anchorage Land This land enters tapped. {T}: Add {W} or {U}. {1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land. Whenever this land attacks, create a Map token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Anchorage Land This land enters tapped. {T}: Add {W} or {U}. {1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land. Whenever this land attacks, create a Map token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solemnity 2W Enchantment Players can't get counters. Counters can't be put on artifacts, creatures, enchantments, or lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Solemnity 2W Enchantment Players can't get counters. Counters can't be put on artifacts, creatures, enchantments, or lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Solemnity 2W Enchantment Players can't get counters. Counters can't be put on artifacts, creatures, enchantments, or lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Solemnity 2W Enchantment Players can't get counters. Counters can't be put on artifacts, creatures, enchantments, or lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Damping Sphere 2 Artifact If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Damping Sphere 2 Artifact If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Damping Sphere 2 Artifact If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Damping Sphere 2 Artifact If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Knockout Blow (2)(W) Instant This spell costs {2} less to cast if it targets a red creature. Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life. [sideboard]	Knockout Blow (2)(W) Instant This spell costs {2} less to cast if it targets a red creature. Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life. [sideboard]	Mystical Dispute (2)(U) Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard]	Mystical Dispute (2)(U) Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard]
Mystical Dispute (2)(U) Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard]	Nezahal, Primal Tide (5)(U)(U) Legendary Creature -- Elder Dinosaur This spell can't be countered. You have no maximum hand size. Whenever an opponent casts a noncreature spell, draw a card. Discard three cards: Exile Nezahal. Return it to the battlefield tapped under its owner's control at the beginning of the next end step. [sideboard]	Nezahal, Primal Tide (5)(U)(U) Legendary Creature -- Elder Dinosaur This spell can't be countered. You have no maximum hand size. Whenever an opponent casts a noncreature spell, draw a card. Discard three cards: Exile Nezahal. Return it to the battlefield tapped under its owner's control at the beginning of the next end step. [sideboard]	Pithing Needle (1) Artifact As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard]
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As this artifact enters, choose a card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

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