

Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Borne Upon a Wind 1U Instant You may cast spells this turn as though they had flash. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Spirit Guide 2G Creature -- Elf Spirit Exile this card from your hand: Add {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Spirit Guide 2G Creature -- Elf Spirit Exile this card from your hand: Add {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Elvish Spirit Guide 2G Creature -- Elf Spirit Exile this card from your hand: Add {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Spirit Guide 2G Creature -- Elf Spirit Exile this card from your hand: Add {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gemstone Mine Land This land enters with three mining counters on it. {T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gemstone Mine Land This land enters with three mining counters on it. {T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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① R/G

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Draw a card.

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Draw a card.

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BBB

Skip your draw step.
At the beginning of your end step,
you may pay any amount of life. If
you do, draw that many cards.
Your maximum hand size is five.
If a card or token would be put into
your graveyard from anywhere, exile
it instead.

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①

Counter target spell.
At the beginning of your next upkeep, pay $\{3\}\{U\}\{U\}$. If you don't, you lose the game.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

{T}: Add {C}.

Any time you could mulligan and this card is in your hand, you may exile all the cards from your hand, then draw that many cards. (You can do this in addition to taking mulligans.)

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②③

Exile this card from your hand: Add {R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Exile this card from your hand: Add {R}.

2/2

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Simian Spirit Guide 2R Creature -- Ape Spirit Exile this card from your hand: Add {R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Simian Spirit Guide 2R Creature -- Ape Spirit Exile this card from your hand: Add {R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Summoner's Pact 0 Instant Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Summoner's Pact 0 Instant Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Valakut Awakening Instant Put any number of cards from your hand on the bottom of your library, then draw that many cards plus one. Valakut Stoneforge Land This land enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valakut Awakening Instant Put any number of cards from your hand on the bottom of your library, then draw that many cards plus one. Valakut Stoneforge Land This land enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valakut Awakening Instant Put any number of cards from your hand on the bottom of your library, then draw that many cards plus one. Valakut Stoneforge Land This land enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wild Cantor Creature -- Human Druid ({R/G} can be paid with either {R} or {G}.) Sacrifice this creature: Add one mana of any color. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fatal Push Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. Fatal Push [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fatal Push Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. Fatal Push [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fatal Push Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. Fatal Push [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Foundation Breaker Creature -- Elemental When this creature enters, you may destroy target artifact or enchantment. Evoke {1}{G} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of Sanctity2WW 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 PLAYbotbox.dev	Leyline of Sanctity2WW 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 PLAYbotbox.dev	Leyline of Sanctity2WW 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 PLAYbotbox.dev	Leyline of Sanctity2WW 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 PLAYbotbox.dev
MeltdownXR Sorcery Destroy each artifact with mana value X or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nature's ClaimG Instant Destroy target artifact or enchantment. Its controller gains 4 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nature's ClaimG Instant Destroy target artifact or enchantment. Its controller gains 4 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nature's ClaimG Instant Destroy target artifact or enchantment. Its controller gains 4 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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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