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| <div> <b>Ajani, Nacatl Pariah</b> <span>①</span><span>W</span> </div> <div>           Legendary Creature -- Cat Warrior         </div> <div> <p>When Ajani enters, create a 2/1 white Cat Warrior creature token.</p> <p>Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control.</p> </div> <div> <div>1/2</div> <div>----- BACK FACE -----</div> <div> <b>Ajani, Nacatl Avenger</b> </div> <div>           Legendary Planeswalker -- Ajani         </div> <div> <p>[+2]: Put a +1/+1 counter on each Cat you control.</p> <p>[0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target.</p> <p>[-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.</p> </div> <div> <div>L 3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Archivist of Oghma</b> <span>①</span><span>W</span> </div> <div>           Creature -- Halfling Cleric         </div> <div> <p>Flash</p> <p>Whenever an opponent searches their library, you gain 1 life and draw a card.</p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Arena of Glory</b> </div> <div>           Land         </div> <div> <p>This land enters tapped unless you control a Mountain.</p> <p>{T}: Add {R}.</p> <p>{R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)</p> </div> <div> <div>3/1</div> <div>----- ADVENTURE -----</div> <div> <b>Petty Theft</b> <span>①</span><span>U</span> </div> <div>           Instant -- Adventure         </div> <div> <p>Return target nonland permanent an opponent controls to its owner's hand.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Arid Mesa</b> </div> <div>           Land         </div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                  |
| <div> <b>Bloodstained Mire</b> </div> <div>           Land         </div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | <div> <b>Brainstorm</b> <span>U</span> </div> <div>           Instant         </div> <div> <p>Draw three cards, then put two cards from your hand on top of your library in any order.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                         | <div> <b>Brazen Borrower</b> <span>①</span><span>U</span><span>U</span> </div> <div>           Creature -- Faerie Rogue         </div> <div> <p>Flash</p> <p>Flying</p> <p>This creature can block only creatures with flying.</p> </div> <div> <div>3/1</div> <div>----- ADVENTURE -----</div> <div> <b>Petty Theft</b> <span>①</span><span>U</span> </div> <div>           Instant -- Adventure         </div> <div> <p>Return target nonland permanent an opponent controls to its owner's hand.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                         | <div> <b>Burst Lightning</b> <span>R</span> </div> <div>           Instant         </div> <div> <p>Kicker {4} (You may pay an additional {4} as you cast this spell.)</p> <p>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

## Cathar Commando

Creature -- Human Soldier

Flash  
{1}, Sacrifice this creature:  
Destroy target artifact or  
enchantment.

## Chain Lightning

## Sorcery

Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay  $\{R\}$ . If the player does, they may copy this spell and may choose a new target for that copy.

## Command Tower

Land

**{T}**: Add one mana of any color in your commander's color identity.

## Containment Priest

Creature -- Human Cleric

Flash  
If a nontoken creature would enter  
and it wasn't cast, exile it  
instead.

## Counterspell

Instant

Counter target spell.

## Daze

Instant

You may return an Island you control to its owner's hand rather than pay this spell's mana cost. Counter target spell unless its controller pays {1}.

## Deserted Beach

Land

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

## Detective's Phoenix

Enchantment Creature -- Phoenix

Bestow-- $\{R\}$ , Collect evidence 6. (To pay this bestow cost, pay  $\{R\}$  and exile cards with total mana value 6 or greater from your graveyard.) Flying, haste  
Enchanted creature gets +2/+2 and has flying and haste.  
You may cast this card from your graveyard using its bestow ability.

## 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.

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## Land -- Mountain Plains

({{T}}: Add {{R}} or {{W}}.)  
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.)

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Creature -- Faerie Rogue

Flash  
Flying  
Whenever an opponent draws their second card each turn, you draw a card.  
{3}{U}: Each player draws a card.

**2/1**

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Sorcery

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Flame Slash deals 4 damage to target creature.
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## Land

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

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## Land

{T}: Add {W}.  
{T}: Add {U}. Activate only if you control a Plains or an Island.

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## Instant

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.

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## Instant

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

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| <div><div><div>Force Spike</div><div>U</div></div><div>Instant</div><div>Counter target spell unless its controller pays {1}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                         | <div><div><div>Galvanic Discharge</div><div>R</div></div><div>Instant</div><div>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ghostfire Slice</div><div>2R</div></div><div>Instant</div><div>Devoid (This card has no color.) This spell costs {2} less to cast if an opponent controls a multicolored permanent. Ghostfire Slice deals 4 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Gitaxian Probe</div><div>UP</div></div><div>Sorcery</div><div>{U/P} can be paid with either {U} or 2 life.) Look at target player's hand. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 |
| <div><div><div>Giver of Runes</div><div>W</div></div><div>Creature -- Kor Cleric</div><div>{T}: Another target creature you control gains protection from colorless or from the color of your choice until end of turn.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Glacial Fortress</div></div><div>Land</div><div>This land enters tapped unless you control a Plains or an Island. {T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                               | <div><div><div>Hallowed Fountain</div></div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                  | <div><div><div>Hengegate Pathway</div></div><div>Land</div><div>{T}: Add {W}.</div><div>----- BACK FACE -----</div><div><div><div>Mistgate Pathway</div></div><div>Land</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div> <div>Hullbreacher</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Pirate</div> <div>Flash</div> <div>If an opponent would draw a card except the first one they draw in each of their draw steps, instead you create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Lightning Bolt</div> <div> <div>R</div> </div> </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>Lightning Helix</div> <div> <div>R</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                            | <div> <div>Lithomantic Barrage</div> <div> <div>R</div> </div> </div> <div> <div>Sorcery</div> <div>This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Lórien Revealed</div> <div> <div>3</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Sorcery</div> <div>Draw three cards.</div> <div>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>Lose Focus</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>Replicate {U} (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 spell unless its controller pays {2}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Malcolm, Alluring Scoundrel</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Legendary Creature -- Siren Pirate</div> <div>Flash</div> <div>Flying</div> <div>Whenever Malcolm deals combat damage to a player, put a chorus counter on it. Draw a card, then discard a card. If there are four or more chorus counters on Malcolm, you may cast the discarded card without paying its mana cost.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Mana Leak</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>Counter target spell unless its controller pays {3}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                              |

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| <div><div>Mana Tithe</div><div>Instant</div><div>Counter target spell unless its controller pays {1}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                       | <div><div>Marsh Flats</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div>Memory Lapse</div><div>Instant</div><div>Counter target spell. If that spell is countered this way, put it on top of its owner's library instead of into that player's graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mental Misstep</div><div>Instant</div><div>{U/P} can be paid with either {U} or 2 life.)<br/>Counter target spell with mana value 1.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                          |
| <div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>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><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> | <div><div>Mother of Runes</div><div>Creature -- Human Cleric</div><div>{T}: Target creature you control gains protection from the color of your choice until end of turn.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     | <div><div>Murktide Regent</div><div>Creature -- Dragon</div><div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>Flying<br/>This creature enters with a +1/+1 counter on it for each instant and sorcery card exiled with it. Whenever an instant or sorcery card leaves your graveyard, put a +1/+1 counter on this creature.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Mystical Dispute</b> (2)(U)<br>Instant<br>This spell costs {2} less to cast if it targets a blue spell.<br>Counter target spell unless its controller pays {3}. | <b>No More Lies</b> (W)(U)<br>Instant<br>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.                                                                                                                                     | <b>Occult Epiphany</b> (X)(U)<br>Instant<br>Draw X cards, then discard X cards. Create a 1/1 white Spirit creature token with flying for each card type among cards discarded this way.                                                                                                                                                                                     | <b>Otawara, Soaring City</b><br>Legendary Land<br>{T}: Add {U}.<br>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.                                                 |
| <b>Oust</b> (W)<br>Sorcery<br>Put target creature into its owner's library second from the top. Its controller gains 3 life.                                       | <b>Phelia, Exuberant Shepherd</b> (1)(W)<br>Legendary Creature -- Dog<br>Flash<br>Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia. | <b>Phlage, Titan of Fire's Fury</b> (1)(R)(W)<br>Legendary Creature -- Elder Giant<br>When Phlage enters, sacrifice it unless it escaped.<br>Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life.<br>Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) | <b>Pippin, Guard of the Citadel</b> (W)(U)<br>Legendary Creature -- Halfling Soldier<br>Vigilance, ward {1}<br>{T}: Another target creature you control gains protection from the card type of your choice until end of turn. (It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything of that type.) |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                 | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                          | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                            |

## Plateau

Land -- Mountain Plains

( $\{T\}$ : Add  $\{R\}$  or  $\{W\}$ .)

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## 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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## Portable Hole

W

Artifact

When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.

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## Prismatic Ending

(X) (W)

Sorcery

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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.
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## Prismatic Vista

Land

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

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## Reflecting Pool

Land

{T}: Add one mana of any type that a land you control could produce.

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## Remand

① ②

Instant

Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard. Draw a card.

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## Reprive

① W

Instant

Return target spell to its owner's hand.  
Draw a card.

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| <div>Riverglide Pathway</div> <div>Land</div> <div>{T}: Add {U}.</div> <div>----- BACK FACE -----</div> <div>Lavaglide Pathway</div> <div>Land</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>            | <div>Riverpyre Verge</div> <div>Land</div> <div>{T}: Add {R}.</div> <div>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>         | <div>Sacred Foundry</div> <div>Land -- Mountain Plains</div> <div>( {T}: Add {R} or {W}.)</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                         | <div>Samwise the Stouthearted 1W</div> <div>Legendary Creature -- Halfling Peasant</div> <div>Flash</div> <div>When Samwise enters, choose up to one target permanent card in your graveyard that was put there from the battlefield this turn. Return it to your hand. Then the Ring tempts you.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                             |
| <div>Scalding Tarn</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Seachrome Coast</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.</div> <div>{T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Sink into Stupor 1UU</div> <div>Instant</div> <div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div> <div>----- BACK FACE -----</div> <div>Soporific Springs</div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped.</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Skyclave Apparition 1WW</div> <div>Creature -- Kor Spirit</div> <div>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.</div> <div>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <b>Snapcaster Mage</b> <sup>1</sup> <sup>U</sup><br>Creature -- Human Wizard<br><hr/> Flash<br>When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)<br><div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Snow-Covered Island</b><br>Basic Snow Land -- Island<br><hr/> ({T}: Add {U}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                      | <b>Snow-Covered Mountain</b><br>Basic Snow Land -- Mountain<br><hr/> ({T}: Add {R}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>        | <b>Snow-Covered Plains</b><br>Basic Snow Land -- Plains<br><hr/> ({T}: Add {W}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                      |
| <b>Solitude</b> <sup>3</sup> <sup>W</sup> <sup>W</sup><br>Creature -- Elemental Incarnation<br><hr/> Flash<br>Lifelink<br>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br>Evoke--Exile a white card from your hand.<br><div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                              | <b>Spell Pierce</b> <sup>U</sup><br>Instant<br><hr/> Counter target noncreature spell unless its controller pays {2}.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Spell Snare</b> <sup>U</sup><br>Instant<br><hr/> Counter target spell with mana value 2.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Spirebluff Canal</b><br>Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {U} or {R}.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div>Steam Vents</div> <div>Land -- Island Mountain</div> <div> ({T}: Add {U} or {R}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Stern Scolding</div> <div>Instant</div> <div>Counter target creature spell with power or toughness 2 or less.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                         | <div> <div>Stormcarved Coast</div> <div>Land</div> <div> This land enters tapped unless you control two or more other lands.<br/> ({T}: Add {U} or {R}). </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Subtlety</div> <div>Creature -- Elemental Incarnation</div> <div> Flash<br/> Flying<br/> When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.<br/> Evoke--Exile a blue card from your hand. </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                           |
| <div> <div>Sulfur Falls</div> <div>Land</div> <div> This land enters tapped unless you control an Island or a Mountain.<br/> ({T}: Add {U} or {R}). </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                        | <div> <div>Sunbillion Verge</div> <div>Land</div> <div> ({T}: Add {W}.<br/> ({T}: Add {R}. Activate only if you control a Mountain or a Plains. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Swords to Plowshares</div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                        | <div> <div>Teferi, Time Raveler</div> <div>Legendary Planeswalker -- Teferi</div> <div> Each opponent can cast spells only any time they could cast a sorcery.<br/> [+1]: Until your next turn, you may cast sorcery spells as though they had flash.<br/> [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card. </div> <div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Thundering Falls</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(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><div>Tishana's Tidebinder 2U</div><div>Creature -- Merfolk Wizard</div><div>Flash<br/>When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tithe W</div><div>Instant</div><div>Search your library for a Plains card. If target opponent controls more lands than you, you may search your library for an additional Plains card. Reveal those cards, put them into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             | <div><div>True-Name Nemesis 1UU</div><div>Creature -- Merfolk Rogue</div><div>As this creature enters, choose a player.<br/>This creature has protection from the chosen player.</div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Tundra</div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                | <div><div>Unholy Heat R</div><div>Instant</div><div>Unholy Heat deals 2 damage to target creature or planeswalker.<br/>Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                   | <div><div>Vendilion Clique 1UU</div><div>Legendary Creature -- Faerie Wizard</div><div>Flash<br/>Flying<br/>When Vendilion Clique enters, look at target player's hand. You may choose a nonland card from it. If you do, that player reveals the chosen card, puts it on the bottom of their library, then draws a card.</div><div>3/1</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>                                                                                                    |

U

Cleave {1}{U}{U} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)

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

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

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1 U R W

Vigilance, lifelink  
When Aragorn enters, you become the  
monarch.

4/4

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