

Archdruid's Charm G G G Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archdruid's Charm G G G Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archdruid's Charm G G G Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archdruid's Charm G G G Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Bala Ged Recovery 2 G Sorcery Return target card from your graveyard to your hand. ----- -- -- BACK FACE -- -- Bala Ged Sanctuary Land This land enters tapped. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bala Ged Recovery 2 G Sorcery Return target card from your graveyard to your hand. ----- -- -- BACK FACE -- -- Bala Ged Sanctuary Land This land enters tapped. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bala Ged Recovery 2 G Sorcery Return target card from your graveyard to your hand. ----- -- -- BACK FACE -- -- Bala Ged Sanctuary Land This land enters tapped. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boseiju, Who Endures 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Boseiju, Who Endures 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dark Petition 3 B B 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}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dark Petition 3 B B 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}. 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. 5/7 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. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fae of Wishes 1 U Creature -- Faerie Wizard Flying {1}{U}, Discard two cards: Return this creature to its owner's hand. 1/4 - - - ADVENTURE - - - Granted 3 U Sorcery -- Adventure You may reveal a noncreature card you own from outside the game and put it into your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}.) 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.

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Hidden Strings

① ②

Sorcery

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.)

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Lier, Disciple of the Drowned

3 U U

Legendary Creature -- Human Wizard

Spells can't be countered.
Each instant and sorcery card in
your graveyard has flashback. The
flashback cost is equal to that
card's mana cost.

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Lotus Field

Land

Hexproof
This land enters tapped.
When this land enters, sacrifice two
lands.
{T}: Add three mana of any one
color.

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Lotus Field Land Hexproof This land enters tapped. When this land enters, sacrifice two lands. {T}: Add three mana of any one color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Field Land Hexproof This land enters tapped. When this land enters, sacrifice two lands. {T}: Add three mana of any one color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nine Lives 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 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	Omniscience Enchantment You may cast spells from your hand without paying their mana costs. 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	Pore Over the Pages Sorcery Draw three cards, untap up to two lands, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pore Over the Pages Sorcery Draw three cards, untap up to two lands, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pore Over the Pages Sorcery Draw three cards, untap up to two lands, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pore Over the Pages Sorcery Draw three cards, untap up to two lands, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spara's Headquarters Land -- Forest Plains Island ({T}: Add {G}, {W}, or {U}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spara's Headquarters Land -- Forest Plains Island ({T}: Add {G}, {W}, or {U}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spara's Headquarters Land -- Forest Plains Island ({T}: Add {G}, {W}, or {U}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Strict Proctor 1W Creature -- Spirit Cleric Flying Whenever a permanent entering causes a triggered ability to trigger, counter that ability unless its controller pays {2}. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Strict Proctor 1W Creature -- Spirit Cleric Flying Whenever a permanent entering causes a triggered ability to trigger, counter that ability unless its controller pays {2}. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Strict Proctor 1W Creature -- Spirit Cleric Flying Whenever a permanent entering causes a triggered ability to trigger, counter that ability unless its controller pays {2}. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Strict Proctor 1W Creature -- Spirit Cleric Flying Whenever a permanent entering causes a triggered ability to trigger, counter that ability unless its controller pays {2}. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sylvan Scrying ①⑥ Sorcery Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Scrying ①⑥ Sorcery Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Scrying ①⑥ Sorcery Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Scrying ①⑥ Sorcery Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Temple Garden Land -- Forest Plains {T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thespian's Stage Land {T}: Add {C}. {2}, {T}: This land becomes a copy of target land, except it has this ability. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thespian's Stage Land {T}: Add {C}. {2}, {T}: This land becomes a copy of target land, except it has this ability. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thespian's Stage Land {T}: Add {C}. {2}, {T}: This land becomes a copy of target land, except it has this ability. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 1/3 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. 1/3 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. 1/3 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. 1/3 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] 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	Into the Flood Maw (U) Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Into the Flood Maw (U) Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Silence W Instant Your opponents can't cast spells this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Solemnity 2 W Enchantment Players can't get counters. Counters can't be put on artifacts, creatures, enchantments, or lands. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temporary Lockdown 1 W W Enchantment When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thought Distortion 4 B B Sorcery This spell can't be countered. Target opponent reveals their hand. Exile all noncreature, nonland cards from that player's hand and graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Voyaging Satyr 1 6 Creature -- Satyr Druid {T}: Untap target land. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Voyaging Satyr 1 6 Creature -- Satyr Druid {T}: Untap target land. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zacama, Primal Calamity 6 R G W Legendary Creature -- Elder Dinosaur Reach, vigilance, trample When Zacama enters, if you cast it, untap all lands you control. {2}{R}: Zacama deals 3 damage to target creature. {2}{G}: Destroy target artifact or enchantment. {2}{W}: You gain 3 life. [sideboard] 9/9 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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