

Breeding Pool Land -- Forest Island ({T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.	Circuitous Route ③⑥ Sorcery Search your library for up to two basic land cards and/or Gate cards, put them onto the battlefield tapped, then shuffle.	Circuitous Route ③⑥ Sorcery Search your library for up to two basic land cards and/or Gate cards, put them onto the battlefield tapped, then shuffle.	Circuitous Route ③⑥ Sorcery Search your library for up to two basic land cards and/or Gate cards, put them onto the battlefield tapped, then shuffle.
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Circuitous Route ③⑥ Sorcery Search your library for up to two basic land cards and/or Gate cards, put them onto the battlefield tapped, then shuffle.	Deputy of Detention ①W①U Creature -- Vedalken Wizard When this creature enters, exile target nonland permanent an opponent controls and all other nonland permanents that player controls with the same name as that permanent until this creature leaves the battlefield.	Deputy of Detention ①W①U Creature -- Vedalken Wizard When this creature enters, exile target nonland permanent an opponent controls and all other nonland permanents that player controls with the same name as that permanent until this creature leaves the battlefield.	Deputy of Detention ①W①U Creature -- Vedalken Wizard When this creature enters, exile target nonland permanent an opponent controls and all other nonland permanents that player controls with the same name as that permanent until this creature leaves the battlefield.
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Drawn from Dreams (2)(U)(U) Sorcery Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drawn from Dreams (2)(U)(U) Sorcery Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Rejuvenator (2)(G) Creature -- Elf Druid When this creature enters, look at the top five cards of your library. You may put a land card from among them onto the battlefield tapped. Put the rest on the bottom of your library in a random order. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Rejuvenator (2)(G) Creature -- Elf Druid When this creature enters, look at the top five cards of your library. You may put a land card from among them onto the battlefield tapped. Put the rest on the bottom of your library in a random order. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Elvish Rejuvenator (2)(G) Creature -- Elf Druid When this creature enters, look at the top five cards of your library. You may put a land card from among them onto the battlefield tapped. Put the rest on the bottom of your library in a random order. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Rejuvenator (2)(G) Creature -- Elf Druid When this creature enters, look at the top five cards of your library. You may put a land card from among them onto the battlefield tapped. Put the rest on the bottom of your library in a random order. 1/1 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 the Dead Land This land enters tapped. {T}: Add {C}. Whenever this land or another land you control enters, if you control seven or more lands with different names, create a 2/2 black Zombie creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Growth Spiral Instant Draw a card. You may put a land card from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Growth Spiral Instant Draw a card. You may put a land card from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Growth Spiral Instant Draw a card. You may put a land card from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Growth Spiral ⓐⓑ Instant Draw a card. You may put a land card from your hand onto the battlefield. 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	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	Hinterland Harbor Land This land enters tapped unless you control a Forest or an Island. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hydroid Krasia ⓧⓐⓑ Creature -- Jellyfish Hydra Beast When you cast this spell, you gain half X life and draw half X cards. Round down each time. Flying, trample This creature enters with X +1/+1 counters on it. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hydroid Krasia ⓧⓐⓑ Creature -- Jellyfish Hydra Beast When you cast this spell, you gain half X life and draw half X cards. Round down each time. Flying, trample This creature enters with X +1/+1 counters on it. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hydroid Krasia ⓧⓐⓑ Creature -- Jellyfish Hydra Beast When you cast this spell, you gain half X life and draw half X cards. Round down each time. Flying, trample This creature enters with X +1/+1 counters on it. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island {T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Memorial to Genius Land This land enters tapped. {T}: Add {U}. {4}{U}, {T}, Sacrifice this land: Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scapeshift Sorcery Sacrifice any number of lands. Search your library for up to that many land cards, put them onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Simic Guildgate Land -- Gate This land enters tapped. {T}: Add {G} or {U}. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunpetal Grove Land This land enters tapped unless you control a Forest or a Plains. {T}: Add {G} or {W}. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Teferi, Time Raveler 1WU Legendary Planeswalker -- Teferi Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Teferi, Time Raveler 1WU Legendary Planeswalker -- Teferi Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Temple of Mystery Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Mystery Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thornwood Falls Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tranquil Cove Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ajani's Welcome Enchantment Whenever a creature you control enters, you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ajani's Welcome Enchantment Whenever a creature you control enters, you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deputy of Detention Creature -- Vedalken Wizard When this creature enters, exile target nonland permanent an opponent controls and all other nonland permanents that player controls with the same name as that permanent until this creature leaves the battlefield. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dovin's Veto Instant This spell can't be countered. Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Dovin's Veto W U Instant This spell can't be countered. Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dovin's Veto W U Instant This spell can't be countered. Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ixalan's Binding 3 W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. Your opponents can't cast spells with the same name as the exiled card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight of Autumn 1 G W Creature -- Dryad Knight When this creature enters, choose one -- * Put two +1/+1 counters on this creature. * Destroy target artifact or enchantment. * You gain 4 life. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Knight of Autumn 1 G W Creature -- Dryad Knight When this creature enters, choose one -- * Put two +1/+1 counters on this creature. * Destroy target artifact or enchantment. * You gain 4 life. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Time Wipe 2 W W U Sorcery Return a creature you control to its owner's hand, then destroy all creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Time Wipe 2 W W U Sorcery Return a creature you control to its owner's hand, then destroy all creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Time Wipe 2 W W U Sorcery Return a creature you control to its owner's hand, then destroy all creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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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