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| <b>Arboreal Grazer</b> <span>(G)</span><br>Creature -- Sloth Beast<br><hr/> Reach<br>When this creature enters, you may put a land card from your hand onto the battlefield tapped.<br><div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                       | <b>Arboreal Grazer</b> <span>(G)</span><br>Creature -- Sloth Beast<br><hr/> Reach<br>When this creature enters, you may put a land card from your hand onto the battlefield tapped.<br><div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>         | <b>Archmage's Charm</b> <span>(U)(U)(U)</span><br>Instant<br><hr/> Choose one --<br>* Counter target spell.<br>* Target player draws two cards.<br>* Gain control of target nonland permanent with mana value 1 or less.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Archmage's Charm</b> <span>(U)(U)(U)</span><br>Instant<br><hr/> Choose one --<br>* Counter target spell.<br>* Target player draws two cards.<br>* Gain control of target nonland permanent with mana value 1 or less.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Archmage's Charm</b> <span>(U)(U)(U)</span><br>Instant<br><hr/> Choose one --<br>* Counter target spell.<br>* Target player draws two cards.<br>* Gain control of target nonland permanent with mana value 1 or less.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Arcum's Astrolabe</b> <span>(S)</span><br>Snow Artifact<br><hr/> ({S} can be paid with one mana from a snow source.)<br>When this artifact enters, draw a card.<br>{1}, {T}: Add one mana of any color.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Arcum's Astrolabe</b> <span>(S)</span><br>Snow Artifact<br><hr/> ({S} can be paid with one mana from a snow source.)<br>When this artifact enters, draw a card.<br>{1}, {T}: Add one mana of any color.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>               | <b>Arcum's Astrolabe</b> <span>(S)</span><br>Snow Artifact<br><hr/> ({S} can be paid with one mana from a snow source.)<br>When this artifact enters, draw a card.<br>{1}, {T}: Add one mana of any color.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>               |

⑤

(**{S}** can be paid with one mana from a snow source.)  
When this artifact enters, draw a card.  
**{1}, {T}**: Add one mana of any color.

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( $\{T\}$ : Add  $\{G\}$  or  $\{U\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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①UUU

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Choose two --
* Counter target spell.
* Return target permanent to its
owner's hand.
* Tap all creatures your opponents
control.
* Draw a card.
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② ③ ④

Search your library for a card, exile it, then shuffle. Any opponent may have you put that card into your hand. If no player does, you draw three cards.

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2 U U

Search your library for a card, exile it, then shuffle. Any opponent may have you put that card into your hand. If no player does, you draw three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 U U

Search your library for a card, exile it, then shuffle. Any opponent may have you put that card into your hand. If no player does, you draw three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 U U

Search your library for a card, exile it, then shuffle. Any opponent may have you put that card into your hand. If no player does, you draw three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(B)**

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.

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sheet 2/10 - 8 cards - 2.5 x 3.5 in each

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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| <div><div>Fatal Push</div><div>B</div></div> <div>Instant</div> <div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Flooded Strand</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                             | <div><div>Flooded Strand</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                             | <div><div>Flooded Strand</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Flooded Strand</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                               | <div><div>Force of Negation</div><div>1UU</div></div> <div>Instant</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Force of Negation</div><div>1UU</div></div> <div>Instant</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Growth Spiral</div><div>GU</div></div> <div>Instant</div> <div>Draw a card. You may put a land card from your hand onto the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                          |

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| <div><div><div>G</div><div>U</div></div><div><div>Growth Spiral</div><div>Instant</div><div>Draw a card. You may put a land card from your hand onto the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                 | <div><div><div>G</div><div>U</div></div><div><div>Growth Spiral</div><div>Instant</div><div>Draw a card. You may put a land card from your hand onto the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                 | <div><div><div>G</div><div>U</div></div><div><div>Growth Spiral</div><div>Instant</div><div>Draw a card. You may put a land card from your hand onto the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                 | <div><div><div>G</div><div>U</div></div><div><div>Ice-Fang Coat l</div><div>Snow Creature -- Snake</div><div>Flash<br/>Flying<br/>When this creature enters, draw a card.<br/>This creature has deathtouch as long as you control at least three other snow permanents.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>G</div><div>U</div></div><div><div>Ice-Fang Coat l</div><div>Snow Creature -- Snake</div><div>Flash<br/>Flying<br/>When this creature enters, draw a card.<br/>This creature has deathtouch as long as you control at least three other snow permanents.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>G</div><div>U</div></div><div><div>Ice-Fang Coat l</div><div>Snow Creature -- Snake</div><div>Flash<br/>Flying<br/>When this creature enters, draw a card.<br/>This creature has deathtouch as long as you control at least three other snow permanents.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>G</div><div>U</div></div><div><div>Ice-Fang Coat l</div><div>Snow Creature -- Snake</div><div>Flash<br/>Flying<br/>When this creature enters, draw a card.<br/>This creature has deathtouch as long as you control at least three other snow permanents.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div></div><div></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>                                                           |

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| <div><div><div>Mystical Dispute</div><div>2U</div></div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                      | <div><div><div>Mystical Dispute</div><div>2U</div></div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                      | <div><div><div>Mystical Dispute</div><div>2U</div></div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                          | <div><div><div>Mystic Sanctuary</div></div><div>Land -- Island</div><div>{T}: Add {U}.)<br/>This land enters tapped unless you control three or more other Islands. When this land enters untapped, you may put target instant or sorcery card from your graveyard on top of your library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Mystic Sanctuary</div></div><div>Land -- Island</div><div>{T}: Add {U}.)<br/>This land enters tapped unless you control three or more other Islands. When this land enters untapped, you may put target instant or sorcery card from your graveyard on top of your library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mystic Sanctuary</div></div><div>Land -- Island</div><div>{T}: Add {U}.)<br/>This land enters tapped unless you control three or more other Islands. When this land enters untapped, you may put target instant or sorcery card from your graveyard on top of your library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Narset, Parter of Veils</div><div>1UU</div></div><div>Legendary Planeswalker -- Narset</div><div>Each opponent can't draw more than one card each turn.<br/>[-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Polluted Delta</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             |

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| <div><div>Polluted Delta</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                     | <div><div>Polluted Delta</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Polluted Delta</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Remand<div>1U</div></div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Remand<div>1U</div></div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Simian Spirit Guide<div>2R</div></div><div>Creature -- Ape Spirit</div><div>Exile this card from your hand: Add {R}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        | <div><div>Simian Spirit Guide<div>2R</div></div><div>Creature -- Ape Spirit</div><div>Exile this card from your hand: Add {R}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        | <div><div>Simian Spirit Guide<div>2R</div></div><div>Creature -- Ape Spirit</div><div>Exile this card from your hand: Add {R}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            |

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| <div><div><div>Simian Spirit Guide</div><div>2R</div></div><div><div>Creature -- Ape Spirit</div><div>Exile this card from your hand: Add {R}.</div></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div></div><div><div>( {T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div></div><div><div>( {T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div></div><div><div>( {T}: Add {U}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div></div><div><div>( {T}: Add {U}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                 | <div><div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div></div><div><div>( {T}: Add {U}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div></div><div><div>( {T}: Add {U}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div></div><div><div>( {T}: Add {U}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                              | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                              | <div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.)<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 PLAYbotbox.dev</div>                                     | <div><div>Zagoth Triome</div><div>Land -- Swamp Forest Island</div><div>{T}: Add {B}, {G}, or {U}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                     |
| <div><div>Aether Gust</div><div>Instant</div><div>Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.</div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Aether Gust</div><div>Instant</div><div>Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.</div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Aether Gust</div><div>Instant</div><div>Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.</div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Ashiok, Dream Render</div><div>Legendary Planeswalker -- Ashiok</div><div>Spells and abilities your opponents control can't cause their controller to search their library.<br/>[-1]: Target player mills four cards. Then exile each opponent's graveyard.</div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |



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| <div><div><div>Ashiok, Dream Render</div><div><div>1</div><div>U/B</div><div>U/B</div></div></div><div>Legendary Planeswalker -- Ashiok</div><div>Spells and abilities your opponents control can't cause their controller to search their library.<br/>[-1]: Target player mills four cards. Then exile each opponent's graveyard.</div><div>[sideboard]</div><div><div>L5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Dispel</div><div>U</div></div><div>Instant</div><div>Counter target instant spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                           | <div><div><div>Engineered Explosives</div><div>X</div></div><div>Artifact</div><div>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) {2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              | <div><div><div>Lost Legacy</div><div><div>1</div><div>B</div><div>B</div></div></div><div>Sorcery</div><div>Choose a nonartifact, nonland card name. Search target player's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                      |
| <div><div><div>Narset's Reversal</div><div><div>U</div><div>U</div></div></div><div>Instant</div><div>Copy target instant or sorcery spell, then return it to its owner's hand. You may choose new targets for the copy.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                    | <div><div><div>Veil of Summer</div><div>G</div></div><div>Instant</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Veil of Summer</div><div>G</div></div><div>Instant</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Veil of Summer</div><div>G</div></div><div>Instant</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Veil of Summer</div><div>Instant</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Weather the Storm</div><div>Instant</div><div>You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Weather the Storm</div><div>Instant</div><div>You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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