

**G**

Reach  
When this creature enters, you may put a land card from your hand onto the battlefield tapped.

0/3

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**G G G**

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.

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② ⑥

Return target card from your graveyard to your hand.

- - - BACK FACE - - -

## Land

This land enters tapped.  
{T}: Add {G}.

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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.

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{T}: Add {G} or {U}.

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| <div> <b>Botanical Sanctum</b> </div> <div> Land </div> <div> <p>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                               | <div> <b>Botanical Sanctum</b> </div> <div> Land </div> <div> <p>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                               | <div> <b>Breeding Pool</b> </div> <div> Land -- Forest Island </div> <div> <p>({T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                            | <div> <b>Chandra, Hope's Beacon</b> <div> <div>4</div> <div>R</div> <div>R</div> </div> </div> <div> Legendary Planeswalker -- Chandra </div> <div> <p>Whenever you cast an instant or sorcery spell, copy it. You may choose new targets for the copy. This ability triggers only once each turn.<br/>[+2]: Add two mana in any combination of colors.<br/>[+1]: Exile the top five cards of your library. Until the end of your next turn, you may cast an instant or sorcery spell from among those exiled cards.<br/>[-X]: Chandra deals X damage to each of up to two targets.</p> </div> <div> <div>L 5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Dark Petition</b> <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div> Sorcery </div> <div> <p>Search your library for a card, put that card into your hand, then shuffle.<br/>Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, add {B}{B}{B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Dark Petition</b> <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div> Sorcery </div> <div> <p>Search your library for a card, put that card into your hand, then shuffle.<br/>Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, add {B}{B}{B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Emergent Ultimatum</b> <div> <div>B</div> <div>B</div> <div>G</div> <div>G</div> <div>G</div> <div>U</div> <div>U</div> </div> </div> <div> Sorcery </div> <div> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Emergent Ultimatum</b> <div> <div>B</div> <div>B</div> <div>G</div> <div>G</div> <div>G</div> <div>U</div> <div>U</div> </div> </div> <div> Sorcery </div> <div> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                    |

## Forest

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

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## Growth Spiral

**G U**

Instant

Draw a card. You may put a land card from your hand onto the battlefield.

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## Hedge Maze

Land -- Forest Island

(**{T}**: Add **{G}** or **{U}**.)  
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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## 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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① ②

Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.

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## Land

If you control two or more other lands, this land enters tapped.  
 {T}: Add {G}.  
 {X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 0.

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3 U U

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.

3/4

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## Land

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

Land

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Hexproof
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color.
```

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## Omniscience

7 U U U

## Enchantment

You may cast spells from your hand without paying their mana costs.

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## 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  
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## Pore Over the Pages 3UU

3 U U

## Sorcery

Draw three cards, untap up to two lands, then discard a card.

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| <div><div>Sylvan Scrying</div><div>①⑥</div></div> <div>Sorcery</div> <div>Search your library for a land card, reveal it, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Sylvan Scrying</div><div>①⑥</div></div> <div>Sorcery</div> <div>Search your library for a land card, reveal it, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Sylvan Scrying</div><div>①⑥</div></div> <div>Sorcery</div> <div>Search your library for a land card, reveal it, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Sylvan Scrying</div><div>①⑥</div></div> <div>Sorcery</div> <div>Search your library for a land card, reveal it, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Thespian's Stage</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}, {T}: This land becomes a copy of target land, except it has this ability.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>   | <div><div>Thespian's Stage</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}, {T}: This land becomes a copy of target land, except it has this ability.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>   | <div><div>Thespian's Stage</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}, {T}: This land becomes a copy of target land, except it has this ability.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>   | <div><div>Thespian's Stage</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}, {T}: This land becomes a copy of target land, except it has this ability.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>   |

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| <b>Vizier of Tumbling Sands</b> (2)(U)<br>Creature -- Human Cleric<br>{T}: Untap another target permanent.<br>Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.)<br>When you cycle this card, untap target permanent.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Vizier of Tumbling Sands</b> (2)(U)<br>Creature -- Human Cleric<br>{T}: Untap another target permanent.<br>Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.)<br>When you cycle this card, untap target permanent.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                        | <b>Vizier of Tumbling Sands</b> (2)(U)<br>Creature -- Human Cleric<br>{T}: Untap another target permanent.<br>Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.)<br>When you cycle this card, untap target permanent.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                        | <b>Vizier of Tumbling Sands</b> (2)(U)<br>Creature -- Human Cleric<br>{T}: Untap another target permanent.<br>Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.)<br>When you cycle this card, untap target permanent.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                         |
| <b>Dragonlord Dromoka</b> (4)(G)(W)<br>Legendary Creature -- Elder Dragon<br>This spell can't be countered.<br>Flying, lifelink<br>Your opponents can't cast spells during your turn.<br>[sideboard]<br><div>5/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                        | <b>Into the Flood Maw</b> (U)<br>Instant<br>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.)<br>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.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Into the Flood Maw</b> (U)<br>Instant<br>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.)<br>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.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Manaform Hellkite</b> (2)(R)(R)<br>Creature -- Dragon<br>Flying<br>Whenever you cast a noncreature spell, create an X/X red Dragon Illusion creature token with flying and haste, where X is the amount of mana spent to cast that spell. Exile that token at the beginning of the next end step.<br>[sideboard]<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div><div><div>Mystical Dispute</div><div><div>2</div><div>U</div></div></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>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Nine Lives</div><div><div>1</div><div>W</div><div>W</div></div></div><div><div>Enchantment</div><div>Hexproof<br/>If a source would deal damage to you, prevent that damage and put an incarnation counter on this enchantment.<br/>When there are nine or more incarnation counters on this enchantment, exile it.<br/>When this enchantment leaves the battlefield, you lose the game.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Path of Peril</div><div><div>1</div><div>B</div><div>B</div></div></div><div><div>Sorcery</div><div>Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)<br/>Destroy all creatures [with mana value 2 or less].</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Ritual of Soot</div><div><div>2</div><div>B</div><div>B</div></div></div><div><div>Sorcery</div><div>Destroy all creatures with mana value 3 or less.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                            |
| <div><div><div>Silence</div><div><div>W</div></div></div><div><div>Instant</div><div>Your opponents can't cast spells this turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                 | <div><div><div>Silence</div><div><div>W</div></div></div><div><div>Instant</div><div>Your opponents can't cast spells this turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                        | <div><div><div>Temporary Lockdown</div><div><div>1</div><div>W</div><div>W</div></div></div><div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                           | <div><div><div>Temporary Lockdown</div><div><div>1</div><div>W</div><div>W</div></div></div><div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><b>Voyaging Satyr</b><div>①⑥</div></div><div><div>Creature -- Satyr Druid</div><div>{T}: Untap target land.</div><div>[sideboard]</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><b>Voyaging Satyr</b><div>①⑥</div></div><div><div>Creature -- Satyr Druid</div><div>{T}: Untap target land.</div><div>[sideboard]</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><b>Voyaging Satyr</b><div>①⑥</div></div><div><div>Creature -- Satyr Druid</div><div>{T}: Untap target land.</div><div>[sideboard]</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |  |
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