## Canopy Vista

Land -- Forest Plains

({T}: Add {G} or {W}.)
This land enters tapped unless you control two or more basic lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {G} or {W}.)
This land enters tapped unless you control two or more basic lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dromoka's Command {G}{W}

Instant

Choose two --
* Prevent all damage target instant or sorcery spell would deal this turn.
* Target player sacrifices an enchantment of their choice.
* Put a +1/+1 counter on target creature.
* Target creature you control fights target creature you don't control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Choose two --
* Prevent all damage target instant or sorcery spell would deal this turn.
* Target player sacrifices an enchantment of their choice.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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* Put a +1/+1 counter on target creature.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Frodo, Adventurous Hobbit {W}{B}

Legendary Creature -- Halfling Scout

Partner with Sam, Loyal Attendant
Vigilance
Whenever Frodo attacks, if you gained 3 or more life this turn, the Ring tempts you. Then if Frodo is your Ring-bearer and the Ring has tempted you two or more times this game, draw a card.

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - minus1token - Unknown format (MO ???99???#1 (?112????CS)** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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## Lunar Convocation {W}{B}

Enchantment

At the beginning of your end step, if you gained life this turn, each opponent loses 1 life.
At the beginning of your end step, if you gained and lost life this turn, create a 1/1 black Bat creature token with flying.
{1}{B}, Pay 2 life: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Lunar Convocation {W}{B}

Enchantment

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At the beginning of your end step, if you gained and lost life this turn, create a 1/1 black Bat creature token with flying.
{1}{B}, Pay 2 life: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Moseo, Vein's New Dean {2}{B}

Legendary Creature -- Bird Skeleton Warlock

Flying
When Moseo enters, create a 1/1 black and green Pest creature token with "Whenever this token attacks, you gain 1 life."
Infusion -- At the beginning of your end step, if you gained life this turn, return up to one target creature card with mana value X or less from your graveyard to the battlefield, where X is the amount of life you gained this turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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When Moseo enters, create a 1/1 black and green Pest creature token with "Whenever this token attacks, you gain 1 life."
Infusion -- At the beginning of your end step, if you gained life this turn, return up to one target creature card with mana value X or less from your graveyard to the battlefield, where X is the amount of life you gained this turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Murmuring Bosk

Land -- Forest

({T}: Add {G}.)
As this land enters, you may reveal a Treefolk card from your hand. If you don't, this land enters tapped.
{T}: Add {W} or {B}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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As this land enters, you may reveal a Treefolk card from your hand. If you don't, this land enters tapped.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - minus1token - Unknown format (MO ???99???#1 (?112????CS)** sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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{T}: Add {W} or {B}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mythos of Nethroi (2)(B)

Instant

Destroy target nonland permanent if it's a creature or if {G}{W} was spent to cast this spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Destroy target nonland permanent if it's a creature or if {G}{W} was spent to cast this spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mythos of Nethroi (2)(B)

Instant

Destroy target nonland permanent if it's a creature or if {G}{W} was spent to cast this spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Prairie Stream

Land -- Plains Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Restless Prairie

Land

This land enters tapped.
{T}: Add {G} or {W}.
{2}{G}{W}: This land becomes a 3/3 green and white Llama creature until end of turn. It's still a land.
Whenever this land attacks, other creatures you control get +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Land

This land enters tapped.
{T}: Add {G} or {W}.
{2}{G}{W}: This land becomes a 3/3 green and white Llama creature until end of turn. It's still a land.
Whenever this land attacks, other creatures you control get +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Sam, Loyal Attendant (1)(G)(W)

Legendary Creature -- Halfling Peasant

Partner with Frodo, Adventurous Hobbit (When this creature enters, target player may put Frodo into their hand from their library, then shuffle.)
At the beginning of combat on your turn, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
Activated abilities of Foods you control cost {1} less to activate.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - minus1token - Unknown format (MO ???99???#1 (?112????CS)** sheet 3/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; 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.

## Sam, Loyal Attendant {1}{G}{W}

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Partner with Frodo, Adventurous Hobbit (When this creature enters, target player may put Frodo into their hand from their library, then shuffle.)
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**2/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Activated abilities of Foods you control cost {1} less to activate.

**2/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Siege Rhino {1}{W}{B}{G}

Creature -- Rhino

Trample
When this creature enters, each opponent loses 3 life and you gain 3 life.

**4/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Siege Rhino {1}{W}{B}{G}

Creature -- Rhino

Trample
When this creature enters, each opponent loses 3 life and you gain 3 life.

**4/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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**4/5**

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## Siege Rhino {1}{W}{B}{G}

Creature -- Rhino

Trample
When this creature enters, each opponent loses 3 life and you gain 3 life.

**4/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Snow-Covered Forest

Basic Snow Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Snow-Covered Forest

Basic Snow Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - minus1token - Unknown format (MO ???99???#1 (?112????CS)** sheet 4/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; 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.

## Snow-Covered Forest

Basic Snow Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow-Covered Forest

Basic Snow Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow-Covered Plains

Basic Snow Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow-Covered Plains

Basic Snow Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow-Covered Plains

Basic Snow Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow-Covered Plains

Basic Snow Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow-Covered Swamp

Basic Snow Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow-Covered Swamp

Basic Snow Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - minus1token - Unknown format (MO ???99???#1 (?112????CS)** sheet 5/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; 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.

## Sungrass Prairie

Land

{1}, {T}: Add {G}{W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Temple of Malady

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 {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Temple of Silence

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 {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Temple of Silence

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 {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tender Wildguide {1}{G}

Creature -- Possum Druid

Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)
{T}: Add one mana of any color.
{T}: Put a +1/+1 counter on this creature.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - minus1token - Unknown format (MO ???99???#1 (?112????CS)** sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Timeless Dragon

Token Creature -- Zombie Dragon

Flying

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**4/4**

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**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Wildgrowth Archaic {2/G}{2/G}

Creature -- Avatar

Reach, trample
Converge -- This creature enters with a +1/+1 counter on it for each color of mana spent to cast it.
Whenever you cast a creature spell, that creature enters with X additional +1/+1 counters on it, where X is the number of colors of mana spent to cast it.

**0/0**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**0/0**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - minus1token - Unknown format (MO ???99???#1 (?112????CS)** sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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**0/0**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Workshop Warchief {3}{G}{G}

Creature -- Rhino Warrior

Trample
When this creature enters, you gain 3 life.
When this creature dies, create a 4/4 green Rhino Warrior creature token.
Blitz {4}{G}{G} (If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)

**5/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**5/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Ashiok, Wicked Manipulator {3}{B}{B}

Legendary Planeswalker -- Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.
[+1]: Look at the top two cards of your library. Exile one of them and put the other into your hand.
[-2]: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this token."
[-7]: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

[sideboard]

**L 5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Ashiok, Wicked Manipulator {3}{B}{B}

Legendary Planeswalker -- Ashiok

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[sideboard]

**L 5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Boon-Bringer Valkyrie {3}{W}{W}

Creature -- Angel Warrior

Backup 1 (When this creature enters, put a +1/+1 counter on target creature. If that's another creature, it gains the following abilities until end of turn.)
Flying, first strike, lifelink

[sideboard]

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Boon-Bringer Valkyrie {3}{W}{W}

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[sideboard]

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - minus1token - Unknown format (MO ???99???#1 (?112????CS)** sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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**Boon-Bringer Valkyrie** {3}{W}{W}

Creature -- Angel Warrior

Backup 1 (When this creature enters, put a +1/+1 counter on target creature. If that's another creature, it gains the following abilities until end of turn.) Flying, first strike, lifelink

[sideboard]

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Great Sable Stag** {1}{G}{G}

Creature -- Elk

This spell can't be countered. Protection from blue and from black (This creature can't be blocked, targeted, dealt damage, or enchanted by anything blue or black.)

[sideboard]

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Legions to Ashes** {1}{W}{B}

Sorcery

Exile target nonland permanent an opponent controls and all tokens that player controls with the same name as that permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Exile target nonland permanent an opponent controls and all tokens that player controls with the same name as that permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Scavenging Ooze** {1}{G}

Creature -- Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Scavenging Ooze (1)(G)

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[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Ooze

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[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev




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