

Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Caves of Koilos Land {T}: Add {C}. {T}: Add {W} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Concealed Courtyard

Land

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Cut Down

B

Instant

Destroy target creature with total power and toughness 5 or less.

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Forest

Basic Land -- Forest

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

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Go for the Throat 1 B Instant Destroy target nonartifact creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Go for the Throat 1 B Instant Destroy target nonartifact creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves G Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves G Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lush Portico Land -- Forest Plains {T}: Add {G} or {W}.) 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mosswood Dreadknight Creature -- Human Knight Trample When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn. 3/2 ----- ADVENTURE ----- Dread Whispers Sorcery -- Adventure You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mosswood Dreadknight Creature -- Human Knight Trample When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn. 3/2 ----- ADVENTURE ----- Dread Whispers Sorcery -- Adventure You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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	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	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	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
Restless Cottage Land This land enters tapped. {T}: Add {B} or {G}. {2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land. Whenever this land attacks, create a Food token and exile up to one target card from a graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Scrapshooter 1GG Creature -- Raccoon Archer Gift a card (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they draw a card.) Reach When this creature enters, if the gift was promised, destroy target artifact or enchantment an opponent controls. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scrapshooter 1GG Creature -- Raccoon Archer Gift a card (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they draw a card.) Reach When this creature enters, if the gift was promised, destroy target artifact or enchantment an opponent controls. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sentinel of the Nameless City (2)(G) Creature -- Merfolk Warrior Scout Vigilance Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sentinel of the Nameless City (2)(G) Creature -- Merfolk Warrior Scout Vigilance Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sentinel of the Nameless City (2)(G) Creature -- Merfolk Warrior Scout Vigilance Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sentinel of the Nameless City (2)(G) Creature -- Merfolk Warrior Scout Vigilance Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Seraphic Steed (G)(W) Creature -- Unicorn Mount First strike, lifelink Whenever this creature attacks while saddled, create a 3/3 white Angel creature token with flying. Saddle 4 (Tap any number of other creatures you control with total power 4 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seraphic Steed (G)(W) Creature -- Unicorn Mount First strike, lifelink Whenever this creature attacks while saddled, create a 3/3 white Angel creature token with flying. Saddle 4 (Tap any number of other creatures you control with total power 4 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seraphic Steed (G)(W) Creature -- Unicorn Mount First strike, lifelink Whenever this creature attacks while saddled, create a 3/3 white Angel creature token with flying. Saddle 4 (Tap any number of other creatures you control with total power 4 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seraphic Steed (G)(W) Creature -- Unicorn Mount First strike, lifelink Whenever this creature attacks while saddled, create a 3/3 white Angel creature token with flying. Saddle 4 (Tap any number of other creatures you control with total power 4 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Severance Priest (W)(B)(G) Creature -- Djinn Cleric Deathtouch When this creature enters, target opponent reveals their hand. You may choose a nonland card from it. If you do, exile that card. When this creature leaves the battlefield, the exiled card's owner creates an X/X white Spirit creature token, where X is the mana value of the exiled card. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Severance Priest (W)(B)(G) Creature -- Djinn Cleric Deathtouch When this creature enters, target opponent reveals their hand. You may choose a nonland card from it. If you do, exile that card. When this creature leaves the battlefield, the exiled card's owner creates an X/X white Spirit creature token, where X is the mana value of the exiled card. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Severance Priest (W)(B)(G) Creature -- Djinn Cleric Deathtouch When this creature enters, target opponent reveals their hand. You may choose a nonland card from it. If you do, exile that card. When this creature leaves the battlefield, the exiled card's owner creates an X/X white Spirit creature token, where X is the mana value of the exiled card. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheltered by Ghosts (1)(W) Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sheltered by Ghosts (1)(W) Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheltered by Ghosts (1)(W) Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wilt-Leaf Liege (1)(G/W)(G/W)(G/W) Creature -- Elf Knight ({G/W} can be paid with either {G} or {W}.) Other green creatures you control get +1/+1. Other white creatures you control get +1/+1. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wilt-Leaf Liege (1)(G/W)(G/W)(G/W) Creature -- Elf Knight ({G/W} can be paid with either {G} or {W}.) Other green creatures you control get +1/+1. Other white creatures you control get +1/+1. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yathan Roadwatcher 1WBG Creature -- Human Scout When this creature enters, if you cast it, mill four cards. When you do, return target creature card with mana value 3 or less from your graveyard to the battlefield. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Yathan Roadwatcher 1WBG Creature -- Human Scout When this creature enters, if you cast it, mill four cards. When you do, return target creature card with mana value 3 or less from your graveyard to the battlefield. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Yathan Roadwatcher 1WBG Creature -- Human Scout When this creature enters, if you cast it, mill four cards. When you do, return target creature card with mana value 3 or less from your graveyard to the battlefield. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zoraline, Cosmos Caller 1WB Legendary Creature -- Bat Cleric Flying, vigilance Whenever a Bat you control attacks, you gain 1 life. Whenever Zoraline enters or attacks, you may pay {W}{B} and 2 life. When you do, return target nonland permanent card with mana value 3 or less from your graveyard to the battlefield with a finality counter on it. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Get Lost 1W Instant Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

①

{T}: Exile target card from a graveyard.

{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

Flash

When this creature enters, choose one --

- * Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.
- * You gain 2 life and scry 2.
- * Exile target player's graveyard.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 G G

Gift a card (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they draw a card.)

Reach

When this creature enters, if the gift was promised, destroy target artifact or enchantment an opponent controls.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W B G

Deathtouch
When this creature enters, target opponent reveals their hand. You may choose a nonland card from it. If you do, exile that card.
When this creature leaves the battlefield, the exiled card's owner creates an X/X white Spirit creature token, where X is the mana value of the exiled card.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

Choose one --

- * Destroy all tapped creatures.
- * Destroy all untapped creatures.

① W W

① W W

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Choose one --
* Destroy all tapped creatures.
* Destroy all untapped creatures.
```

② ⑥

② ⑥

When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --

- * Destroy target artifact or enchantment.
- * Exile target player's graveyard.
- * You gain 4 life.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --

- * Destroy target artifact or enchantment.
- * Exile target player's graveyard.
- * You gain 4 life.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wilt-Leaf Liege 1 6/W 6/W 6/W Creature -- Elf Knight ({G/W} can be paid with either {G} or {W}.) Other green creatures you control get +1/+1. Other white creatures you control get +1/+1. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wilt-Leaf Liege 1 6/W 6/W 6/W Creature -- Elf Knight ({G/W} can be paid with either {G} or {W}.) Other green creatures you control get +1/+1. Other white creatures you control get +1/+1. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yathan Roadwatcher 1 W B G Creature -- Human Scout When this creature enters, if you cast it, mill four cards. When you do, return target creature card with mana value 3 or less from your graveyard to the battlefield. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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