Aang's Journey {2}

Sorcery -- Lesson

Kicker {2} (You may pay an additional {2} as you cast this spell.)
Search your library for a basic land card. If this spell was kicked, instead search your library for a basic land card and a Shrine card. Reveal those cards, put them into your hand, then shuffle.
You gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Airbender Ascension {1}{W}

Enchantment

When this enchantment enters, airbend up to one target creature.
Whenever a creature you control enters, put a quest counter on this enchantment.
At the beginning of your end step, if this enchantment has four or more quest counters on it, exile up to one target creature you control, then return it to the battlefield under its owner's control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arcane Signet {2}

Artifact

{T}: Add one mana of any color in your commander's color identity.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Binding the Old Gods {2}{B}{G}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Destroy target nonland permanent an opponent controls.
II -- Search your library for a Forest card, put it onto the battlefield tapped, then shuffle.
III -- Creatures you control gain deathtouch until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bitter Triumph {1}{B}

Instant

As an additional cost to cast this spell, discard a card or pay 3 life.
Destroy target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blossoming Sands

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brokers Hideout

Land

When this land enters, sacrifice it. When you do, search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cloudshift {W}

Instant

Exile target creature you control, then return that card to the battlefield under your control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ofcurs - Brawl (Chill Brawl I - Tappa 2) sheet 1/13 - 8 cards - 2.5 x 3.5 in each

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Command Tower

Land

{T}: Add one mana of any color in your commander's color identity.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creosote Heath

Land -- Desert

This land enters tapped.
When this land enters, it deals 1 damage to target opponent.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crescent Island Temple 3R

Legendary Enchantment -- Shrine

When Crescent Island Temple enters, for each Shrine you control, create a 1/1 red Monk creature token with prowess. (Whenever you cast a noncreature spell, it gets +1/+1 until end of turn.)
Whenever another Shrine you control enters, create a 1/1 red Monk creature token with prowess.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Destiny Spinner 1G

Enchantment Creature -- Human

Creature and enchantment spells you control can't be countered.
{3}{G}: Target land you control becomes an X/X Elemental creature with trample and haste until end of turn, where X is the number of enchantments you control. It's still a land.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elspeth's Nightmare 2B

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Destroy target creature an opponent controls with power 2 or less.
II -- Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.
III -- Exile target opponent's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enlightened Tutor W

Instant

Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ephemerate W

Instant

Exile target creature you control, then return it to the battlefield under its owner's control.
Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Essence Flux U

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Evolving Wilds

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Farseek 1G

Sorcery

Search your library for a Plains, Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle.

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

Flicker of Fate 1W

Instant

Exile target creature or enchantment, then return it to the battlefield under its owner's control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

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Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fortified Village

Land

As this land enters, you may reveal a Forest or Plains card from your hand. If you don't, this land enters tapped.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Frontier Bivouac

Land

This land enters tapped.
{T}: Add {G}, {U}, or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Go-Shintai of Hidden Cruelty (3)(B)

Legendary Enchantment Creature -- Shrine

Deathtouch
At the beginning of your end step, you may pay {1}. When you do, destroy target creature with toughness X or less, where X is the number of Shrines you control.

2/2

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Go-Shintai of Life's Origin {3}{G}

Legendary Enchantment Creature -- Shrine

{W}{U}{B}{R}{G}, {T}: Return target enchantment card from your graveyard to the battlefield.
Whenever Go-Shintai of Life's Origin or another nontoken Shrine you control enters, create a 1/1 colorless Shrine enchantment creature token.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Go-Shintai of Shared Purpose {3}{W}

Legendary Enchantment Creature -- Shrine

Vigilance
At the beginning of your end step, you may pay {1}. If you do, create a 1/1 colorless Spirit creature token for each Shrine you control.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Haywire Mite {1}

Artifact Creature -- Insect

When this creature dies, you gain 2 life.
{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Honden of Infinite Rage {2}{R}

Legendary Enchantment -- Shrine

At the beginning of your upkeep, Honden of Infinite Rage deals damage to any target equal to the number of Shrines you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Honden of Life's Web {4}{G}

Legendary Enchantment -- Shrine

At the beginning of your upkeep, create a 1/1 colorless Spirit creature token for each Shrine you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Honden of Night's Reach {3}{B}

Legendary Enchantment -- Shrine

At the beginning of your upkeep, target opponent discards a card for each Shrine you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Honden of Seeing Winds {4}{U}

Legendary Enchantment -- Shrine

At the beginning of your upkeep, draw a card for each Shrine you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 PLAY botbox.dev

Jukai Naturalist {G}{W}

Enchantment Creature -- Human Monk

Lifelink
Enchantment spells you cast cost {1} less to cast.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Justiciar's Portal {1}{W}

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. It gains first strike until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kami of Bamboo Groves {G}

Enchantment Creature -- Spirit

When Kami of Bamboo Groves enters the battlefield, you may put a land card from your hand onto the battlefield tapped.
Channel -- {2}{G}, Discard Kami of Bamboo Groves: Conjure two cards named Forest into your hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kyoshi Island Plaza {3}{G}

Legendary Enchantment -- Shrine

When Kyoshi Island Plaza enters, search your library for up to X basic land cards, where X is the number of Shrines you control. Put those cards onto the battlefield tapped, then shuffle.
Whenever another Shrine you control enters, search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

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

Momentary Blink {1}{W}

Instant

Exile target creature you control, then return it to the battlefield under its owner's control.
Flashback {3}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mystic Monastery

Land

This land enters tapped.
{T}: Add {U}, {R}, or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nessian Wanderer (1)(G)

Creature -- Satyr Scout

Constellation -- Whenever an enchantment you control enters, look at the top three cards of your library. You may reveal a land card from among them and put that card into your hand. Put the rest on the bottom of your library in a random order.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Northern Air Temple (B)

Legendary Enchantment -- Shrine

When Northern Air Temple enters, each opponent loses X life and you gain X life, where X is the number of Shrines you control.
Whenever another Shrine you control enters, each opponent loses 1 life and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Opulent Palace

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Paradise Druid (1)(G)

Creature -- Elf Druid

This creature has hexproof as long as it's untapped. (It can't be the target of spells or abilities your opponents control.)
{T}: Add one mana of any color.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Patriar's Humiliation (W)

Instant

Target creature perpetually loses all abilities, then Patriar's Humiliation deals damage to it equal to the number of creatures you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Planar Incision {1}{U}

Instant

Exile target artifact or creature, then return it to the battlefield under its owner's control with a +1/+1 counter on it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Port Town

Land

As this land enters, you may reveal a Plains or Island card from your hand. If you don't, this land enters tapped.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pull of the Mist Moon {1}{W}{W}

Enchantment

Kicker {1}{U}
When Pull of the Mist Moon enters, exile target nonland permanent an opponent controls until Pull of the Mist Moon leaves the battlefield.
When Pull of the Mist Moon enters, if it was kicked, choose a nonland permanent card in your hand. It perpetually gains "When this permanent enters, exile target nonland permanent an opponent controls until this permanent leaves the battlefield."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Radiant Grove

Land -- Forest Plains

({T}: Add {G} or {W}.)
This land enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Rampant Growth {1}{G}

Sorcery

Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Remand {1}{U}

Instant

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Revitalizing Repast {B/G}

Instant

Put a +1/+1 counter on target creature. It gains indestructible until end of turn.

- - - BACK FACE - - -

Old-Growth Grove

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sanctum of All {W}{U}{B}{R}{G}

Legendary Enchantment -- Shrine

At the beginning of your upkeep, you may search your library and/or graveyard for a Shrine card and put it onto the battlefield. If you search your library this way, shuffle.
If a triggered ability of another Shrine you control triggers while you control six or more Shrines, that ability triggers an additional time.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sanctum of Calm Waters {3}{U}

Legendary Enchantment -- Shrine

At the beginning of your first main phase, you may draw X cards, where X is the number of Shrines you control. If you do, discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sanctum of Fruitful Harvest {2}{G}

Legendary Enchantment -- Shrine

At the beginning of your first main phase, add X mana of any one color, where X is the number of Shrines you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sanctum of Stone Fangs {1}{B}

Legendary Enchantment -- Shrine

At the beginning of your first main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sandsteppe Citadel

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Shared Roots {1}{G}

Sorcery -- Lesson

Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soulherder {1}{W}{U}

Creature -- Spirit

Whenever a creature is exiled from the battlefield, put a +1/+1 counter on this creature.
At the beginning of your end step, you may exile another target creature you control, then return that card to the battlefield under its owner's control.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Southern Air Temple {3}{W}

Legendary Enchantment -- Shrine

When Southern Air Temple enters, put X +1/+1 counters on each creature you control, where X is the number of Shrines you control.
Whenever another Shrine you control enters, put a +1/+1 counter on each creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spelunking {2}{G}

Enchantment

When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield.
If you put a Cave onto the battlefield this way, you gain 4 life.
Lands you control enter untapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Splash Portal {U}

Sorcery

Exile target creature you control, then return it to the battlefield under its owner's control. If that creature is a Bird, Frog, Otter, or Rat, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Strength of the Harvest {2}{G/W}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1 for each creature and/or enchantment you control.

- - - BACK FACE - - -

Haven of the Harvest

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Swords to Plowshares (W)

Instant

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Talisman of Curiosity (2)

Artifact

{T}: Add {C}.
{T}: Add {G} or {U}. This artifact deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Talisman of Impulse (2)

Artifact

{T}: Add {C}.
{T}: Add {R} or {G}. This artifact deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Talisman of Progress (2)

Artifact

{T}: Add {C}.
{T}: Add {W} or {U}. This artifact deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Talisman of Resilience (2)

Artifact

{T}: Add {C}.
{T}: Add {B} or {G}. This artifact deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Talisman of Unity (2)

Artifact

{T}: Add {C}.
{T}: Add {G} or {W}. This artifact deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tangled Islet

Land -- Forest Island

({T}: Add {G} or {U}.)
This land enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tear Asunder (1)(G)

Instant

Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)
Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.

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The Spirit Oasis (2)(U)

Legendary Enchantment -- Shrine

When The Spirit Oasis enters, draw a card for each Shrine you control.
Whenever another Shrine you control enters, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

Touch the Spirit Realm (2)(W)

Enchantment

When this enchantment enters, exile up to one target artifact or creature until this enchantment leaves the battlefield.
Channel -- {1}{W}, Discard this card: Exile target artifact or creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

Unable to Scream (U)

Enchantment -- Aura

Enchant creature
Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.
As long as enchanted creature is face down, it can't be turned face up.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Utopia Sprawl (G)

Enchantment -- Aura

Enchant Forest
As this Aura enters, choose a color.
Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Utter Insignificance (1)(U)

Enchantment -- Aura

Flash
Enchant creature
Enchanted creature loses all abilities and has base power and toughness 1/1.
{2}{C}: Exile enchanted creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wash Away (U)

Instant

Cleave {1}{U}{U} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)
Counter target spell [that wasn't cast from its owner's hand].

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White Lotus Hideout

Land

{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a Lesson or Shrine spell.
{1}, {T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Witch Enchanter (3)(W)

Creature -- Human Warlock

When this creature enters, destroy target artifact or enchantment an opponent controls.

2/2

- - - BACK FACE - - -

Witch-Blessed Meadow

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wolfwillow Haven (1)(G)

Enchantment -- Aura

Enchant land
Whenever enchanted land is tapped for mana, its controller adds an additional {G}.
{4}{G}, Sacrifice this Aura: Create a 2/2 green Wolf creature token. Activate only during your turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hei Bai, Forest Guardian (3)(G)

Legendary Creature -- Bear Spirit

When Hei Bai enters, reveal cards from the top of your library until you reveal a Shrine card. You may put that card onto the battlefield. Then shuffle.
{W}{U}{B}{R}{G}, {T}: For each legendary enchantment you control, create a 1/1 colorless Spirit creature token with "This token can't block or be blocked by non-Spirit creatures."

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ofcurs - Brawl (Chill Brawl I - Tappa 2) sheet 13/13 - 4 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.