## Allosaurus Rider {5}{G}{G}

Creature -- Elf Warrior

You may exile two green cards from your hand rather than pay this spell's mana cost.
Allosaurus Rider's power and toughness are each equal to 1 plus the number of lands you control.

**1+*/1+***

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Breeding Pool

Land -- Forest Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Breeding Pool

Land -- Forest Island

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Chancellor of the Tangle {4}{G}{G}{G}

Creature -- Phyrexian Beast

You may reveal this card from your opening hand. If you do, at the beginning of your first main phase of the game, add {G}.
Reach, vigilance

**6/7**

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**6/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Disciple of Freyalise** {3}{G}{G}{G}

Creature -- Elf Druid

When this creature enters, you may sacrifice another creature. If you do, you gain X life and draw X cards, where X is that creature's power.

**3/3**

- - - BACK FACE - - -

**Garden of Freyalise**

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Earthquake Dragon** {14}{G}

Creature -- Elemental Dragon

This spell costs {X} less to cast, where X is the total mana value of Dragons you control.
Flying, trample
{2}{G}, Sacrifice a land: Return this card from your graveyard to your hand.

**10/10**

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{2}{G}, Sacrifice a land: Return this card from your graveyard to your hand.

**10/10**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Eldritch Evolution** {1}{G}{G}

Sorcery

As an additional cost to cast this spell, sacrifice a creature.
Search your library for a creature card with mana value X or less, where X is 2 plus the sacrificed creature's mana value. Put that card onto the battlefield, then shuffle.
Exile Eldritch Evolution.

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## Eldritch Evolution (1)(G)(G)

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Exile Eldritch Evolution.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Elvish Spirit Guide (2)(G)

Creature -- Elf Spirit

Exile this card from your hand: Add {G}.

**2/2**

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**2/2**

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## Ghalta, Stampede Tyrant (5)(G)(G)(G)

Legendary Creature -- Elder Dinosaur

Trample
When Ghalta enters, put any number of creature cards from your hand onto the battlefield.

**12/12**

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## Griselbrand — 4BBBB

Legendary Creature -- Demon

Flying, lifelink
Pay 7 life: Draw seven cards.

**7/7**

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## Healer of the Glade — G

Creature -- Elemental

When this creature enters, you gain 3 life.

**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land Grant — 1G

Sorcery

If you have no land cards in hand, you may reveal your hand rather than pay this spell's mana cost.
Search your library for a Forest card, reveal that card, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land Grant — 1G

Sorcery

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Living Wish — 1G

Sorcery

You may reveal a creature or land card you own from outside the game and put it into your hand. Exile Living Wish.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Manamorphose — 1R/G

Instant

Add two mana in any combination of colors.
Draw a card.

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Add two mana in any combination of colors.
Draw a card.

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## Neoform {G}{U}

Sorcery

As an additional cost to cast this spell, sacrifice a creature.
Search your library for a creature card with mana value equal to 1 plus the sacrificed creature's mana value, put that card onto the battlefield with an additional +1/+1 counter on it, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Nourishing Shoal {X}{G}{G}

Instant -- Arcane

You may exile a green card with mana value X from your hand rather than pay this spell's mana cost.
You gain X life.

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## Once Upon a Time {1}{G}

Instant

If this spell is the first spell you've cast this game, you may cast it without paying its mana cost.
Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Overflowing Basin

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Overflowing Basin

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pact of Negation 0

Instant

Counter target spell.
At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Counter target spell.
At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Simian Spirit Guide 2R

Creature -- Ape Spirit

Exile this card from your hand: Add {R}.

2/2

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sorin of House Markov 1B

Legendary Creature -- Human Noble

Lifelink
Extort (Whenever you cast a spell, you may pay {W/B}. If you do, each opponent loses 1 life and you gain that much life.)
At the beginning of each of your postcombat main phases, if you gained 3 or more life this turn, exile Sorin, then return him to the battlefield transformed under his owner's control.

1/4

- - - BACK FACE - - -

## Sorin, Ravenous Neonate

Legendary Planeswalker -- Sorin

Extort (Whenever you cast a spell, you may pay {W/B}. If you do, each opponent loses 1 life and you gain that much life.)
[+2]: Create a Food token.
[-1]: Sorin deals damage equal to the amount of life you gained this turn to any target.
[-6]: Gain control of target creature. It becomes a Vampire in addition to its other types. Put a lifelink counter on it if you control a white permanent other than that creature or

L 3

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## Summoner's Pact 0

Instant

Search your library for a green creature card, reveal it, put it into your hand, then shuffle.
At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.

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## Summoner's Pact (0)

Instant

Search your library for a green creature card, reveal it, put it into your hand, then shuffle.
At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.

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Instant

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At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.

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## Windswept Heath

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.


PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Autumn's Veil (G)

Instant

Spells you control can't be countered by blue or black spells this turn, and creatures you control can't be the targets of blue or black spells this turn.

[sideboard]


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## Autumn's Veil (G)

Instant

Spells you control can't be countered by blue or black spells this turn, and creatures you control can't be the targets of blue or black spells this turn.

[sideboard]

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## Children of Korlis (W)

Creature -- Human Rebel Cleric

Sacrifice this creature: You gain life equal to the life you've lost this turn. (Damage causes loss of life.)

[sideboard]

**1/1**


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## Daze (1)(U)

Instant

You may return an Island you control to its owner's hand rather than pay this spell's mana cost.
Counter target spell unless its controller pays {1}.

[sideboard]


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## Daze {1}{U}

Instant

You may return an Island you control to its owner's hand rather than pay this spell's mana cost.
Counter target spell unless its controller pays {1}.

[sideboard]

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## Laboratory Maniac {2}{U}

Creature -- Human Wizard

If you would draw a card while your library has no cards in it, you win the game instead.

[sideboard]

2/2

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## Nature's Claim {G}

Instant

Destroy target artifact or enchantment. Its controller gains 4 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Nature's Claim {G}

Instant

Destroy target artifact or enchantment. Its controller gains 4 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Return to Nature {1}{G}

Instant

Choose one --
* Destroy target artifact.
* Destroy target enchantment.
* Exile target card from a graveyard.

[sideboard]

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* Destroy target artifact.
* Destroy target enchantment.
* Exile target card from a graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Veil of Summer {G}

Instant

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.)

[sideboard]

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## Veil of Summer (G)

Instant

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.)

[sideboard]

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