

Badgermole Cub ①⑥ Creature -- Badger Mole When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.) Whenever you tap a creature for mana, add an additional {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Badgermole Cub ①⑥ Creature -- Badger Mole When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.) Whenever you tap a creature for mana, add an additional {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Badgermole Cub ①⑥ Creature -- Badger Mole When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.) Whenever you tap a creature for mana, add an additional {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Barrowgoyf ②③ Creature -- Lhurgoyf Deathtouch, lifelink Barrowgoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1. Whenever this creature deals combat damage to a player, you may mill that many cards. If you do, you may put a creature card from among them into your hand. */1+* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Bojuka Bog Land This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collector Ouphe Creature -- Ouphe Activated abilities of artifacts can't be activated. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crop Rotation Instant As an additional cost to cast this spell, sacrifice a land. Search your library for a land card, put that card onto the battlefield, then shuffle. 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dryad Arbor Land Creature -- Forest Dryad (This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Endurance Creature -- Elemental Incarnation Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoked--Exile a green card from your hand. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Endurance Creature -- Elemental Incarnation Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoked--Exile a green card from your hand. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Legendary Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

(X) (G)

Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

(X) (G)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

(X) (G)

Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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Legendary Planeswalker -- Grist

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

2GG

Creature -- Insect Scout

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Ignoble Hierarchy Creature -- Goblin Shaman Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) {T}: Add {B}, {R}, or {G}. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ignoble Hierarchy Creature -- Goblin Shaman Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) {T}: Add {B}, {R}, or {G}. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ignoble Hierarchy Creature -- Goblin Shaman Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) {T}: Add {B}, {R}, or {G}. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ignoble Hierarchy Creature -- Goblin Shaman Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) {T}: Add {B}, {R}, or {G}. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Keen-Eyed Curator Creature -- Raccoon Scout As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample. {1}: Exile target card from a graveyard. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lair of the Hydra 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Misty Rainforest Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nature's Rhythm Sorcery Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle. Harmonize {X}{G}{G}{G}{G} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by an amount of generic mana equal to its power. Then exile this spell.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Once Upon a Time 16 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 PLAYbotbox.dev	Once Upon a Time 16 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 PLAYbotbox.dev	Once Upon a Time 16 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 PLAYbotbox.dev	Scythecat Cub 16 Creature -- Cat Trample Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature you control. If this is the second time this ability has resolved this turn, double the number of +1/+1 counters on that creature instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Scythecat Cub 16 Creature -- Cat Trample Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature you control. If this is the second time this ability has resolved this turn, double the number of +1/+1 counters on that creature instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scythecat Cub 16 Creature -- Cat Trample Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature you control. If this is the second time this ability has resolved this turn, double the number of +1/+1 counters on that creature instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scythecat Cub 16 Creature -- Cat Trample Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature you control. If this is the second time this ability has resolved this turn, double the number of +1/+1 counters on that creature instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sylvan Safekeeper Ⓞ Creature -- Human Wizard Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Talon Gates of Madara Land -- Gate When this land enters, up to one target creature phases out. {T}: Add {C}. {1}, {T}: Add one mana of any color. {4}: Put this card from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Talon Gates of Madara Land -- Gate When this land enters, up to one target creature phases out. {T}: Add {C}. {1}, {T}: Add one mana of any color. {4}: Put this card from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize Ⓟ Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wight of the Reliquary BG Creature -- Zombie Knight Vigilance This creature gets +1/+1 for each creature card in your graveyard. {T}, Sacrifice another creature: Search your library for a land card, put it onto the battlefield tapped, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wight of the Reliquary BG Creature -- Zombie Knight Vigilance This creature gets +1/+1 for each creature card in your graveyard. {T}, Sacrifice another creature: Search your library for a land card, put it onto the battlefield tapped, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wight of the Reliquary (B)(G) Creature -- Zombie Knight Vigilance This creature gets +1/+1 for each creature card in your graveyard. {T}, Sacrifice another creature: Search your library for a land card, put it onto the battlefield tapped, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wight of the Reliquary (B)(G) Creature -- Zombie Knight Vigilance This creature gets +1/+1 for each creature card in your graveyard. {T}, Sacrifice another creature: Search your library for a land card, put it onto the battlefield tapped, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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 PLAYbotbox.dev	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 PLAYbotbox.dev
Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abrupt Decay (B)(G) Instant This spell can't be countered. Destroy target nonland permanent with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abrupt Decay (B)(G) Instant This spell can't be countered. Destroy target nonland permanent with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Alpha Deathclaw (4)(B)(G) Creature -- Lizard Mutant Menace, trample When this creature enters or becomes monstrous, destroy target permanent. {5}{B}{G}: Monstrosity 4. (If this creature isn't monstrous, put four +1/+1 counters on it and it becomes monstrous.) [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Dismember 1 BP BP Instant {B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disruptor Flute 2 Artifact Flash As this artifact enters, choose a card name. Spells with the chosen name cost {3} more to cast. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disruptor Flute 2 Artifact Flash As this artifact enters, choose a card name. Spells with the chosen name cost {3} more to cast. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Endurance 1 G G Creature -- Elemental Incarnation Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 3/4	Faerie Macabre 1 B B Creature -- Faerie Rogue Flying Discard this card: Exile up to two target cards from graveyards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 2/2	Force of Vigor 2 G G Instant If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Vigor 2 G G Instant If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gaddock Teeg G W Legendary Creature -- Kithkin Advisor Noncreature spells with mana value 4 or greater can't be cast. Noncreature spells with {X} in their mana costs can't be cast. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karakas Legendary Land {T}: Add {W}. {T}: Return target legendary creature to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snuff Out 3 B Instant If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost. Destroy target nonblack creature. It can't be regenerated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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