

Land

This land enters tapped unless you control a basic land.
{T}: Add {W}.
{3}{W}, {T}: Put a +1/+1 counter on each creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Artifact Land

$$\{T\}: \text{Add } \{W\}.$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Creature -- Elf Druid

$\{T\}$: Untap target Forest.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Creature -- Human Monk

$$\{T\} : \text{Add } \{W\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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 PLAY botbox.dev

W

Creature -- Human Cleric

Sacrifice this creature: Target creature you control gains protection from the color of your choice until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Creature -- Bird

Flying
{T}: Add one mana of any color.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Birthing Pod 3 GP Artifact ({G/P} can be paid with either {G} or 2 life.) {1}{G/P}, {T}, 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, then shuffle. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boreal Druid G Snow Creature -- Elf Druid {T}: Add {C}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brightglass Gearhulk G G W W Artifact Creature -- Construct First strike, trample When this creature enters, you may search your library for up to two artifact, creature, and/or enchantment cards with mana value 1 or less, reveal them, put them into your hand, then shuffle. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Burrenton Forge-Tender W Creature -- Kithkin Wizard Protection from red Sacrifice this creature: Prevent all damage a red source of your choice would deal this turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chord of Calling X G G G Instant Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cloud, Midgar Mercenary W W Legendary Creature -- Human Soldier Mercenary When Cloud enters, search your library for an Equipment card, reveal it, put it into your hand, then shuffle. As long as Cloud is equipped, if a triggered ability of Cloud or an Equipment attached to it triggers, that ability triggers an additional time. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Command Tower Land {T}: Add one mana of any color in your commander's color identity. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Delighted Halfling Creature -- Halfling Citizen {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Devoted Druid Creature -- Elf Druid {T}: Add {G}. Put a -1/-1 counter on this creature: Untap this creature. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drannith Magistrate Creature -- Human Wizard Your opponents can't cast spells from anywhere other than their hands. 1/3 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	Earthcraft Enchantment Tap an untapped creature you control: Untap target basic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eladamri's Call Instant Search your library for a creature card, reveal that card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eldritch Evolution 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①GG

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.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

W

Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is this creature's power.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X G G

Search your library and/or graveyard for a creature card with mana value X or less and put it onto the battlefield. If you search your library this way, shuffle. If X is 10 or more, creatures you control get +X/+X and gain haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②⑥

When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.

{1}, {T}: Untap another target permanent.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {C}.
{T}: Add {G} or {W}. Activate only if this land entered this turn or if you control a basic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Kor Cleric

{T}: Another target creature you control gains protection from colorless or from the color of your choice until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorcery

Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Human Cleric

Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.de

Artifact Creature -- Insect

When this creature dies, you gain 2 life.

{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Human Cleric

When this creature enters, you may search your library for an Aura card, reveal it, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}, Pay 1 life: Add {G} or {W}.
 {1}, {T}, Sacrifice this land: Draw
 a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {G}.
{T}: Add {W}. Activate only if you control a Forest or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.de

Jennifer Walters 1W Legendary Creature -- Human Advisor Hero Your opponents can't cast spells during your turn. {3}{G}{W}{W}: Transform Jennifer Walters. Activate only as a sorcery. 2/3 ----- BACK FACE ----- The Sensational She-Hulk 3GW Legendary Creature -- Gamma Hero Reach, trample Your opponents can't cast spells during your turn. Whenever a creature you control is dealt damage, you may have The Sensational She-Hulk deal that much damage to any target. Do this only once each turn. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Keen-Eyed Curator GG 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 PLAYbotbox.dev	Llanowar Elves G Creature -- Elf Druid {T}: Add {G}. 1/1 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
Marsh Flats Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Mother of Runes W Creature -- Human Cleric {T}: Target creature you control gains protection from the color of your choice until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nature's Rhythm XGG 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} (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 PLAYbotbox.dev

Ocelot Pride (W) Creature -- Cat First strike, lifelink Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	On Thin Ice (W) Snow Enchantment -- Aura Enchant snow land you control When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Palace Jailer (2(W)(W)) Creature -- Human Soldier When this creature enters, you become the monarch. When this creature enters, exile target creature an opponent controls until an opponent becomes the monarch. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Parallax Wave (2(W)(W)) Enchantment Fading 5 (This enchantment enters with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) Remove a fade counter from this enchantment: Exile target creature. When this enchantment leaves the battlefield, each player returns to the battlefield all cards they own exiled with it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pendelhaven Legendary Land {T}: Add {G}. {T}: Target 1/1 creature gets +1/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pre-War Formalwear (2(W)) Artifact -- Equipment When this Equipment enters, return target creature card with mana value 3 or less from your graveyard to the battlefield and attach this Equipment to it. Equipped creature gets +2/+2 and has vigilance. Equip {3} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prismatic Vista Land {T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quirion Ranger (G) Creature -- Elf Ranger Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ranger-Captain of Eos ①③⑤ Creature -- Human Soldier Ranger When this creature enters, you may search your library for a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle. Sacrifice this creature: Your opponents can't cast noncreature spells this turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ranger of Eos ③⑤ Creature -- Human Soldier Ranger When this creature enters, you may search your library for up to two creature cards with mana value 1 or less, reveal them, put them into your hand, then shuffle. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Recruiter of the Guard ②⑤ Creature -- Human Soldier When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sanctifier en-Vec ③⑤ Creature -- Human Cleric Protection from black and from red When this creature enters, exile all cards that are black or red from all graveyards. If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Savannah Land -- Forest Plains ({T}: Add {G} or {W}.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seedcradle Witch ⑥⑤ Creature -- Elf Shaman {2}{G}{W}: Target creature gets +3/+3 until end of turn. Untap that creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Six ②⑥ Legendary Creature -- Treefolk Reach Whenever Six attacks, mill three cards. You may put a land card from among them into your hand. During your turn, nonland permanent cards in your graveyard have retrace. (You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.) 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skullclamp Artifact -- Equipment Equipped creature gets +1/-1. Whenever equipped creature dies, draw two cards. Equip {1} 1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skyclave Apparition Creature -- Kor Spirit When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Forest Basic Snow Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Forest Basic Snow Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Snow-Covered Forest Basic Snow Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Solitude 3WW Creature -- Elemental Incarnation Flash Lifelink When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power. Evoke--Exile a white card from your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Springheart Nantuko 1G Enchantment Creature -- Insect Monk Bestow {1}{G} Enchanted creature gets +1/+1. Landfall -- Whenever a land you control enters, you may pay {1}{G} if this permanent is attached to a creature you control. If you do, create a token that's a copy of that creature. If you didn't create a token this way, create a 1/1 green Insect creature token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Starfield Shepherd 3 W W Creature -- Angel Flying When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle. Warp {1}{W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stoneforge Mystic 1 W Creature -- Kor Artificer When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle. {1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunpetal Grove Land This land enters tapped unless you control a Forest or a Plains. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swift Reconfiguration W Enchantment -- Aura Flash Enchant creature or Vehicle Enchanted permanent is a Vehicle artifact with crew 5 and it loses all other card types. (It's not a creature unless it's crewed.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple Garden Land -- Forest Plains {T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urza's Saga Enchantment Land -- Urza's Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'" III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle. 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

Playtest cards - stantuffodado88 - Duel Commander (Duel Commander League)

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.

sheet 11/13 - 8 cards - 2.5 x 3.5 in each

Verdant Catacombs Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of Resurgence Creature -- Elemental Whenever an opponent casts a spell during your turn and when this creature dies, create a green and white Elemental creature token with "This token's power and toughness are each equal to the number of creatures you control." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of Victory Creature -- Human Bard Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Walking Ballista Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. {4}: Put a +1/+1 counter on this creature. Remove a +1/+1 counter from this creature: It deals 1 damage to any target. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Wild Growth Enchantment -- Aura Enchant land Whenever enchanted land is tapped for mana, its controller adds an additional {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Witch Enchanter Card ----- - - - OTHER FACE - - - Witch Enchanter Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wooded Bastion Land {T}: Add {C}. {G/W}, {T}: Add {G}{G}, {G}{W}, or {W}{W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 12/13 - 8 cards - 2.5 x 3.5 in each

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

Worldly Tutor

Instant

Search your library for a creature card, reveal it, then shuffle and put the card on top.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Yavimaya, Cradle of Growth

Legendary Land

Each land is a Forest in addition to its other land types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Brigid, Clachan's Heart

Card

[sideboard]

----- OTHER FACE -----

Brigid, Clachan's Heart

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

