

Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ambrosia Whiteheart 1W Legendary Creature -- Bird Flash When Ambrosia Whiteheart enters, you may return another permanent you control to its owner's hand. Landfall -- Whenever a land you control enters, Ambrosia Whiteheart gets +1/+0 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ambrosia Whiteheart 1W Legendary Creature -- Bird Flash When Ambrosia Whiteheart enters, you may return another permanent you control to its owner's hand. Landfall -- Whenever a land you control enters, Ambrosia Whiteheart gets +1/+0 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aven Interrupter 1WW Creature -- Bird Rogue Flash Flying When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.) Spells your opponents cast from graveyards or from exile cost {2} more to cast. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aven Interrupter 1WW Creature -- Bird Rogue Flash Flying When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.) Spells your opponents cast from graveyards or from exile cost {2} more to cast. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bartz and Boko 3GG Legendary Creature -- Human Bird Affinity for Birds (This spell costs {1} less to cast for each Bird you control.) When Bartz and Boko enters, each other Bird you control deals damage equal to its power to target creature an opponent controls. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bartz and Boko 3 6 6 Legendary Creature -- Human Bird Affinity for Birds (This spell costs {1} less to cast for each Bird you control.) When Bartz and Boko enters, each other Bird you control deals damage equal to its power to target creature an opponent controls. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bartz and Boko 3 6 6 Legendary Creature -- Human Bird Affinity for Birds (This spell costs {1} less to cast for each Bird you control.) When Bartz and Boko enters, each other Bird you control deals damage equal to its power to target creature an opponent controls. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bartz and Boko 3 6 6 Legendary Creature -- Human Bird Affinity for Birds (This spell costs {1} less to cast for each Bird you control.) When Bartz and Boko enters, each other Bird you control deals damage equal to its power to target creature an opponent controls. 4/3 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
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Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Choco, Seeker of Paradise 1GWU Legendary Creature -- Bird Whenever one or more Birds you control attack, look at that many cards from the top of your library. You may put one of them into your hand. Then put any number of land cards from among them onto the battlefield tapped and the rest into your graveyard. Landfall -- Whenever a land you control enters, Choco gets +1/+0 until end of turn. 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Choco, Seeker of Paradise 1GWU Legendary Creature -- Bird Whenever one or more Birds you control attack, look at that many cards from the top of your library. You may put one of them into your hand. Then put any number of land cards from among them onto the battlefield tapped and the rest into your graveyard. Landfall -- Whenever a land you control enters, Choco gets +1/+0 until end of turn. 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Choco, Seeker of Paradise 1GWU Legendary Creature -- Bird Whenever one or more Birds you control attack, look at that many cards from the top of your library. You may put one of them into your hand. Then put any number of land cards from among them onto the battlefield tapped and the rest into your graveyard. Landfall -- Whenever a land you control enters, Choco gets +1/+0 until end of turn. 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Choco, Seeker of Paradise 1GWU Legendary Creature -- Bird Whenever one or more Birds you control attack, look at that many cards from the top of your library. You may put one of them into your hand. Then put any number of land cards from among them onto the battlefield tapped and the rest into your graveyard. Landfall -- Whenever a land you control enters, Choco gets +1/+0 until end of turn. 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Healer's Hawk W Creature -- Bird Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Healer's Hawk (W) Creature -- Bird Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Healer's Hawk (W) Creature -- Bird Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Healer's Hawk (W) Creature -- Bird Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lifecreed Duo (1)(W) Creature -- Bat Bird Flying Whenever another creature you control enters, you gain 1 life. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lifecreed Duo (1)(W) Creature -- Bat Bird Flying Whenever another creature you control enters, you gain 1 life. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lupinflower Village Land {T}: Add {C}. {T}: Add {W}. Spend this mana only to cast a creature spell. {1}{W}, {T}, Sacrifice this land: Look at the top six cards of your library. You may reveal a Bat, Bird, Mouse, or Rabbit card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mockingbird (X)(U) Creature -- Bird Bard Flying You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mockingbird (X)(U) Creature -- Bird Bard Flying You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mockingbird X U Creature -- Bird Bard Flying You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mockingbird X U Creature -- Bird Bard Flying You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plumecreed Escort 1 U Creature -- Bird Scout Flash Flying When this creature enters, target creature you control gains hexproof until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plumecreed Escort 1 U Creature -- Bird Scout Flash Flying When this creature enters, target creature you control gains hexproof until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sazh's Chocobo G Creature -- Bird Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sazh's Chocobo G Creature -- Bird Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sazh's Chocobo G Creature -- Bird Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sazh's Chocobo G Creature -- Bird Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Secluded Courtyard Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secluded Courtyard Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secluded Courtyard Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secluded Courtyard Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Mystery Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Plenty Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Three Tree City Legendary Land As Three Tree City enters, choose a creature type. {T}: Add {C}. {2}, {T}: Choose a color. Add an amount of mana of that color equal to the number of creatures you control of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

2 G

You may look at the top card of your library any time.
You may play lands and cast Bird spells from the top of your library.
If a land or Bird you control entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

You may look at the top card of your library any time.
You may play lands and cast Bird spells from the top of your library.
If a land or Bird you control entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

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You may play lands and cast Bird spells from the top of your library.

If a land or Bird you control entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

You may look at the top card of your library any time.

You may play lands and cast Bird spells from the top of your library.

If a land or Bird you control entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Whenever one or more other Rabbits, Bats, Birds, and/or Mice you control enter, scry 1. Other Rabbits, Bats, Birds, and Mice you control get +1/+1.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Whenever one or more other Rabbits, Bats, Birds, and/or Mice you control enter, scry 1.
Other Rabbits, Bats, Birds, and Mice you control get +1/+1.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Whenever one or more other Rabbits, Bats, Birds, and/or Mice you control enter, scry 1.
Other Rabbits, Bats, Birds, and Mice you control get +1/+1.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Whenever one or more other Rabbits,
Bats, Birds, and/or Mice you control
enter, scry 1.
Other Rabbits, Bats, Birds, and Mice
you control get +1/+1.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yavimaya Coast

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yavimaya Coast

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

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{T}: Add {C}.
{T}: Add {G} or {U}. This land deals
1 damage to you.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

Creature -- Bird Wizard

Flash
Flying
If an opponent would search a library, that player searches the top four cards of that library instead.

[sidebar]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Creature -- Bird Wizard

Flash
Flying
If an opponent would search a library, that player searches the top four cards of that library instead.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island Basic Land -- Island ({T}): Add {U} .) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Path to Exile Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Path to Exile Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Path to Exile Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Path to Exile Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}): Add {W} .) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}): Add {W} .) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}): Add {W} .) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Rest in Peace 1 W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restoration Magic W Instant Tiered (Choose one additional cost.) * Cure -- {0} -- Target permanent gains hexproof and indestructible until end of turn. * Cura -- {1} -- Target permanent gains hexproof and indestructible until end of turn. You gain 3 life. * Curaga -- {3}{W} -- Permanents you control gain hexproof and indestructible until end of turn. You gain 6 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surgical Extraction BP Instant {B/P} can be paid with either {B} or 2 life.) Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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