

Academy Rector 3W Creature -- Human Cleric When this creature dies, you may exile it. If you do, search your library for an enchantment card, put that card onto the battlefield, then shuffle. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Academy Rector 3W Creature -- Human Cleric When this creature dies, you may exile it. If you do, search your library for an enchantment card, put that card onto the battlefield, then shuffle. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Academy Rector 3W Creature -- Human Cleric When this creature dies, you may exile it. If you do, search your library for an enchantment card, put that card onto the battlefield, then shuffle. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Academy Rector 3W Creature -- Human Cleric When this creature dies, you may exile it. If you do, search your library for an enchantment card, put that card onto the battlefield, then shuffle. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Bushwhack 6 Sorcery Choose one -- * Search your library for a basic land card, reveal it, put it into your hand, then shuffle. * Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bushwhack 6 Sorcery Choose one -- * Search your library for a basic land card, reveal it, put it into your hand, then shuffle. * Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bushwhack 6 Sorcery Choose one -- * Search your library for a basic land card, reveal it, put it into your hand, then shuffle. * Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bushwhack 6 Sorcery Choose one -- * Search your library for a basic land card, reveal it, put it into your hand, then shuffle. * Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cathar Commando 1W Creature -- Human Soldier Flash {1}, Sacrifice this creature: Destroy target artifact or enchantment. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cathar Commando 1W Creature -- Human Soldier Flash {1}, Sacrifice this creature: Destroy target artifact or enchantment. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cathar Commando 1W Creature -- Human Soldier Flash {1}, Sacrifice this creature: Destroy target artifact or enchantment. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cathar Commando 1W Creature -- Human Soldier Flash {1}, Sacrifice this creature: Destroy target artifact or enchantment. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Darksteel Colossus 11 Artifact Creature -- Golem Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) Indestructible (Damage and effects that say "destroy" don't destroy this creature.) If Darksteel Colossus would be put into a graveyard from anywhere, reveal Darksteel Colossus and shuffle it into its owner's library instead. 11/11 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Felidar Cub 1W Creature -- Cat Beast Sacrifice this creature: Destroy target enchantment. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Felidar Cub 1W Creature -- Cat Beast Sacrifice this creature: Destroy target enchantment. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Felidar Cub 1W Creature -- Cat Beast Sacrifice this creature: Destroy target enchantment. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Llanowar Elves 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Elves 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Elves 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Luminous Rebuke 4W Instant This spell costs {3} less to cast if it targets a tapped creature. Destroy target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Pattern of Rebirth 3 6 Enchantment -- Aura Enchant creature When enchanted creature dies, that creature's controller may search their library for a creature card, put that card onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pattern of Rebirth 3 6 Enchantment -- Aura Enchant creature When enchanted creature dies, that creature's controller may search their library for a creature card, put that card onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pattern of Rebirth 3 6 Enchantment -- Aura Enchant creature When enchanted creature dies, that creature's controller may search their library for a creature card, put that card onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pattern of Rebirth 3 6 Enchantment -- Aura Enchant creature When enchanted creature dies, that creature's controller may search their library for a creature card, put that card onto the battlefield, then shuffle. 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	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 PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	ProgenitusWWUUBBRRG Legendary Creature -- Hydra Avatar Protection from everything If Progenitus would be put into a graveyard from anywhere, reveal Progenitus and shuffle it into its owner's library instead. 10/10 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
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	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	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	Thrashing Brontodon1GG Creature -- Dinosaur {1}, Sacrifice this creature: Destroy target artifact or enchantment. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Banishing Light 2 W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Banishing Light 2 W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Banishing Light 2 W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Day of Judgment 2 W W Sorcery Destroy all creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Scavenging Ooze 1 G Creature -- Ooze {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scavenging Ooze 1 G Creature -- Ooze {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scavenging Ooze 1 G Creature -- Ooze {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spinner of Souls 2 G Creature -- Spider Spirit Reach Whenever another nontoken creature you control dies, you may reveal cards from the top of your library until you reveal a creature card. Put that card into your hand and the rest on the bottom of your library in a random order. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spinner of Souls 26 Creature -- Spider Spirit Reach Whenever another nontoken creature you control dies, you may reveal cards from the top of your library until you reveal a creature card. Put that card into your hand and the rest on the bottom of your library in a random order. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spinner of Souls 26 Creature -- Spider Spirit Reach Whenever another nontoken creature you control dies, you may reveal cards from the top of your library until you reveal a creature card. Put that card into your hand and the rest on the bottom of your library in a random order. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spinner of Souls 26 Creature -- Spider Spirit Reach Whenever another nontoken creature you control dies, you may reveal cards from the top of your library until you reveal a creature card. Put that card into your hand and the rest on the bottom of your library in a random order. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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