

Astral Slide 2W Enchantment Whenever a player cycles a card, you may exile target creature. If you do, return that card to the battlefield under its owner's control at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Astral Slide 2W Enchantment Whenever a player cycles a card, you may exile target creature. If you do, return that card to the battlefield under its owner's control at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Astral Slide 2W Enchantment Whenever a player cycles a card, you may exile target creature. If you do, return that card to the battlefield under its owner's control at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Astral Slide 2W Enchantment Whenever a player cycles a card, you may exile target creature. If you do, return that card to the battlefield under its owner's control at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cartographer 2G Creature -- Human When this creature enters, you may return target land card from your graveyard to your hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cartographer 2G Creature -- Human When this creature enters, you may return target land card from your graveyard to your hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cartographer 2G Creature -- Human When this creature enters, you may return target land card from your graveyard to your hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cartographer 2G Creature -- Human When this creature enters, you may return target land card from your graveyard to your hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Decree of Justice (X)(X)(2)(W)(W) Sorcery Create X 4/4 white Angel creature tokens with flying. Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.) When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Decree of Justice (X)(X)(2)(W)(W) Sorcery Create X 4/4 white Angel creature tokens with flying. Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.) When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Decree of Justice (X)(X)(2)(W)(W) Sorcery Create X 4/4 white Angel creature tokens with flying. Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.) When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disenchant (1)(W) Instant Destroy target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Eternal Dragon 5 W W Creature -- Dragon Spirit Flying {3}{W}{W}: Return this card from your graveyard to your hand. Activate only during your upkeep. Plainscycling {2} ({2}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eternal Dragon 5 W W Creature -- Dragon Spirit Flying {3}{W}{W}: Return this card from your graveyard to your hand. Activate only during your upkeep. Plainscycling {2} ({2}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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	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

Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Renewed Faith2W Instant You gain 6 life. Cycling {1}{W} ({1}{W}, Discard this card: Draw a card.) When you cycle this card, you may gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Renewed Faith2W Instant You gain 6 life. Cycling {1}{W} ({1}{W}, Discard this card: Draw a card.) When you cycle this card, you may gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Renewed Faith2W Instant You gain 6 life. Cycling {1}{W} ({1}{W}, Discard this card: Draw a card.) When you cycle this card, you may gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Rune of Protection: Red1W Enchantment {W}: The next time a red source of your choice would deal damage to you this turn, prevent that damage. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secluded Steppe Land This land enters tapped. {T}: Add {W}. Cycling {W} ({W}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secluded Steppe Land This land enters tapped. {T}: Add {W}. Cycling {W} ({W}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secluded Steppe Land This land enters tapped. {T}: Add {W}. Cycling {W} ({W}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sec1uded Steppe

Land

This land enters tapped.
{T}: Add {W}.
Cycling {W} ({W}, Discard this card:
Draw a card.)

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Swords to Plowshares

Instant

Exile target creature. Its controller gains life equal to its power.

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Exile target creature. Its controller gains life equal to its power.

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Tranquil Thicket

Land

This land enters tapped.
{T}: Add {G}.
Cycling {G} ({G}, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tranquil Thicket

Land

This land enters tapped.
{T}: Add {G}.
Cycling {G} ({G}, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tranquil Thicket

Land

This land enters tapped.
{T}: Add {G}.
Cycling {G} ({G}, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tranquil Thicket

Land

This land enters tapped.
{T}: Add {G}.
Cycling {G} ({G}, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wall of Blossoms 1G

Creature -- Plant Wall

Defender
When this creature enters, draw a card.

0/4

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Wall of Blossoms 1G

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Wall of Blossoms ① Ⓞ

Creature -- Plant Wall

Defender
When this creature enters, draw a card.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.de

Wall of Blossoms (1)(G)

Creature -- Plant Wall

Defender
When this creature enters, draw a card.

0/4

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.

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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	Wrath of God Sorcery Destroy all creatures. They can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wrath of God Sorcery Destroy all creatures. They can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wrath of God Sorcery Destroy all creatures. They can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Auramancer Creature -- Human Wizard When this creature enters, you may return target enchantment card from your graveyard to your hand. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exalted Angel Creature -- Angel Flying Whenever this creature deals damage, you gain that much life. Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karmic Guide Creature -- Angel Spirit Flying, protection from black Echo {3}{W}{W} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) When this creature enters, return target creature card from your graveyard to the battlefield. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Monk Realist Creature -- Human Monk Cleric When this creature enters, destroy target enchantment. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mystic Enforcer 2 G W Creature -- Human Nomad Mystic Protection from black Threshold -- As long as there are seven or more cards in your graveyard, this creature gets +3/+3 and has flying. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sacred Ground 1 W Enchantment Whenever a spell or ability an opponent controls causes a land to be put into your graveyard from the battlefield, return that card to the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seedtime 1 G Instant Cast this spell only during your turn. Take an extra turn after this one if an opponent cast a blue spell this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seedtime 1 G Instant Cast this spell only during your turn. Take an extra turn after this one if an opponent cast a blue spell this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Teroh's Faithful 3 W Creature -- Human Cleric When this creature enters, you gain 4 life. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tormod's Crypt 0 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tormod's Crypt 0 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tormod's Crypt 0 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Uktabi Orangutan 2 6 Creature -- Ape When this creature enters, destroy target artifact. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warmth 1 W Enchantment Whenever an opponent casts a red spell, you gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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