

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. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Botanical Brawler G W Creature -- Elemental Warrior Trample This creature enters with two +1/+1 counters on it. Whenever one or more +1/+1 counters are put on another permanent you control, if it's the first time +1/+1 counters have been put on that permanent this turn, put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Botanical Brawler G W Creature -- Elemental Warrior Trample This creature enters with two +1/+1 counters on it. Whenever one or more +1/+1 counters are put on another permanent you control, if it's the first time +1/+1 counters have been put on that permanent this turn, put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Botanical Brawler G W Creature -- Elemental Warrior Trample This creature enters with two +1/+1 counters on it. Whenever one or more +1/+1 counters are put on another permanent you control, if it's the first time +1/+1 counters have been put on that permanent this turn, put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Branchloft Pathway Land {T}: Add {G}. ----- BACK FACE ----- Boulderloft Pathway Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brightglass Gearhulk GGWW 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	Brightglass Gearhulk GGWW 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
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	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	Conclave Mentor GW Creature -- Centaur Cleric If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on that creature instead. When this creature dies, you gain life equal to its power. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conclave Mentor GW Creature -- Centaur Cleric If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on that creature instead. When this creature dies, you gain life equal to its power. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Conclave Mentor G W Creature -- Centaur Cleric If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on that creature instead. When this creature dies, you gain life equal to its power. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drannith Ruins Land {T}: Add {C}. {2}, {T}: Put two +1/+1 counters on target non-Human creature that entered this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dromoka's Command G W Instant Choose two -- * Prevent all damage target instant or sorcery spell would deal this turn. * Target player sacrifices an enchantment of their choice. * Put a +1/+1 counter on target creature. * Target creature you control fights target creature you don't control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dromoka's Command G W Instant Choose two -- * Prevent all damage target instant or sorcery spell would deal this turn. * Target player sacrifices an enchantment of their choice. * Put a +1/+1 counter on target creature. * Target creature you control fights target creature you don't control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Eiganjo, Seat of the Empire Legendary Land {T}: Add {W}. Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T} : Add {G} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T} : Add {G} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hardened Scales G Enchantment If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hardened Scales

G

Enchantment

If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hardened Scales

G

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hardened Scales

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If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead.

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Innkeeper's Talent

① ⑥

Enchantment - - Class

(Gain the next level as a sorcery to add its ability.)
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.
{G}: Level 2
Permanents you control with counters on them have ward {1}.
{3}{G}: Level 3
If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kutzil, Malamet Exemplar

① ② ③

Legendary Creature -- Cat Warrior

Your opponents can't cast spells during your turn. Whenever one or more creatures you control each with power greater than its base power deals combat damage to a player, draw a card.

3/3

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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.

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Luminarch Aspirant

①②W

Creature -- Human Cleric

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

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Luminarch Aspirant

①②

Creature -- Human Cleric

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Luminarch Aspirant (1)(W) Creature -- Human Cleric At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Luminarch Aspirant (1)(W) Creature -- Human Cleric At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ochre Jelly (X)(G) Creature -- Ooze Trample This creature enters with X +1/+1 counters on it. Split -- When this creature dies, if it had two or more +1/+1 counters on it, create a token that's a copy of it at the beginning of the next end step. The token enters with half that many +1/+1 counters on it, rounded down. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ochre Jelly (X)(G) Creature -- Ooze Trample This creature enters with X +1/+1 counters on it. Split -- When this creature dies, if it had two or more +1/+1 counters on it, create a token that's a copy of it at the beginning of the next end step. The token enters with half that many +1/+1 counters on it, rounded down. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Pelt Collector 6 Creature -- Elf Warrior Whenever another creature you control enters or dies, if that creature's power is greater than this creature's, put a +1/+1 counter on this creature. As long as this creature has three or more +1/+1 counters on it, it has trample. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pelt Collector 6 Creature -- Elf Warrior Whenever another creature you control enters or dies, if that creature's power is greater than this creature's, put a +1/+1 counter on this creature. As long as this creature has three or more +1/+1 counters on it, it has trample. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pelt Collector 6 Creature -- Elf Warrior Whenever another creature you control enters or dies, if that creature's power is greater than this creature's, put a +1/+1 counter on this creature. As long as this creature has three or more +1/+1 counters on it, it has trample. 1/1 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	Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sejiri Shelter Instant Target creature you control gains protection from the color of your choice until end of turn. ----- BACK FACE ----- Sejiri Glacier Land This land enters tapped. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sentinel of the Nameless City Creature -- Merfolk Warrior Scout Vigilance Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snakeskin Veil Instant Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Snakeskin Veil Instant Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snakeskin Veil Instant Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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	The Ozolith 1 Legendary Artifact Whenever a creature you control leaves the battlefield, if it had counters on it, put those counters on The Ozolith. At the beginning of combat on your turn, if The Ozolith has counters on it, you may move all counters from The Ozolith onto target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Wandering Emperor 2W Legendary Planeswalker Flash As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant. [+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn. [-1]: Create a 2/2 white Samurai creature token with vigilance. [-2]: Exile target tapped creature. You gain 2 life. L3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Wandering Emperor 2W Legendary Planeswalker Flash As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant. [+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn. [-1]: Create a 2/2 white Samurai creature token with vigilance. [-2]: Exile target tapped creature. You gain 2 life. L3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Containment Priest 1W Creature -- Human Cleric Flash If a nontoken creature would enter and it wasn't cast, exile it instead. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Containment Priest 1W Creature -- Human Cleric Flash If a nontoken creature would enter and it wasn't cast, exile it instead. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Containment Priest 1W Creature -- Human Cleric Flash If a nontoken creature would enter and it wasn't cast, exile it instead. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dromoka's Command GW Instant Choose two -- * Prevent all damage target instant or sorcery spell would deal this turn. * Target player sacrifices an enchantment of their choice. * Put a +1/+1 counter on target creature. * Target creature you control fights target creature you don't control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Choose one or both --

- * Target Human creature you control gets +1/+1 and gains indestructible until end of turn.
- * Target non-Human creature you control gets +1/+1 and gains indestructible until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Choose one or both --

- * Target Human creature you control gets +1/+1 and gains indestructible until end of turn.
- * Target non-Human creature you control gets +1/+1 and gains indestructible until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①GG

Hexproof from black
Whenever this creature deals combat damage to a player or planeswalker, look at that many cards from the top of your library. You may reveal a creature card or Garruk planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①GG

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4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①GG

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4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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Choose one --
* Each opponent sacrifices an
artifact of their choice.
* Each opponent sacrifices an
enchantment of their choice.
* Each opponent sacrifices a
creature with flying of their
choice.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	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	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	