

Anticausal Vestige 6 Creature -- Eldrazi When this creature leaves the battlefield, draw a card, then you may put a permanent card with mana value less than or equal to the number of lands you control from your hand onto the battlefield tapped. Warp {4} (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.) 7/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bigfin Bouncer 3U Creature -- Shark Pirate When this creature enters, return target creature an opponent controls to its owner's hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bonny Pall, Clearcutter 3GUU Legendary Creature -- Giant Scout Reach When Bonny Pall enters, create Beau, a legendary blue 0x creature token with "Beau's power and toughness are each equal to the number of lands you control." Whenever you attack, draw a card, then you may put a land card from your hand or graveyard onto the battlefield. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bounce Off U Instant Return target creature or Vehicle to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cryogen Relic 1U Artifact When this artifact enters or leaves the battlefield, draw a card. {1}{U}, Sacrifice this artifact: Put a stun counter on up to one target tapped creature. (If a permanent with a stun counter would become untapped, remove one from it instead.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cryogen Relic 1U Artifact When this artifact enters or leaves the battlefield, draw a card. {1}{U}, Sacrifice this artifact: Put a stun counter on up to one target tapped creature. (If a permanent with a stun counter would become untapped, remove one from it instead.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cryogen Relic 1U Artifact When this artifact enters or leaves the battlefield, draw a card. {1}{U}, Sacrifice this artifact: Put a stun counter on up to one target tapped creature. (If a permanent with a stun counter would become untapped, remove one from it instead.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cryogen Relic 1U Artifact When this artifact enters or leaves the battlefield, draw a card. {1}{U}, Sacrifice this artifact: Put a stun counter on up to one target tapped creature. (If a permanent with a stun counter would become untapped, remove one from it instead.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Elvish Regrower 2 6 6 Creature -- Elf Druid When this creature enters, return target permanent card from your graveyard to your hand. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fear of Isolation 1 U Enchantment Creature -- Nightmare As an additional cost to cast this spell, return a permanent you control to its owner's hand. Flying 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fear of Isolation 1 U Enchantment Creature -- Nightmare As an additional cost to cast this spell, return a permanent you control to its owner's hand. Flying 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fear of Isolation 1 U Enchantment Creature -- Nightmare As an additional cost to cast this spell, return a permanent you control to its owner's hand. Flying 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Glacier Godmaw 5 G G Creature -- Leviathan Trample When this creature enters, create a Lander token. (It's an artifact with "{2}, {T}", Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") Landfall -- Whenever a land you control enters, creatures you control get +1/+1 and gain vigilance and haste until end of turn. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ice Out 1 U U Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) This spell costs {1} less to cast if it's bargained. Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ice Out 1 U U Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) This spell costs {1} less to cast if it's bargained. Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ignis Scientia 1 G U Legendary Creature -- Human Advisor When Ignis Scientia enters, look at the top six cards of your library. You may put a land card from among them onto the battlefield tapped. Put the rest on the bottom of your library in a random order. I've Come Up with a New Recipe! -- {1}{G}{U}, {T}: Exile target card from a graveyard. If a creature card was exiled this way, create a Food token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Island Basic Land -- Island {T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Lakeside Shack Land This land enters tapped unless a player has 13 or less life. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lakeside Shack Land This land enters tapped unless a player has 13 or less life. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar ElvesG Creature -- Elf Druid {T}: Add {G}. 1/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar ElvesG Creature -- Elf Druid {T}: Add {G}. 1/1PLAYTEST 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	Long River Lurker 2U Creature -- Frog Scout Ward {1} Other Frogs you control have ward {1}. When this creature enters, target creature you control can't be blocked this turn. Whenever that creature deals combat damage this turn, you may exile it. If you do, return it to the battlefield under its owner's control. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Long River Lurker 2U Creature -- Frog Scout Ward {1} Other Frogs you control have ward {1}. When this creature enters, target creature you control can't be blocked this turn. Whenever that creature deals combat damage this turn, you may exile it. If you do, return it to the battlefield under its owner's control. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Spider-Man, Brooklyn Visionary (4)(G) Legendary Creature -- Spider Human Hero Web-slinging {2}{G} (You may cast this spell for {2}{G} if you also return a tapped creature you control to its owner's hand.) When Spider-Man enters, search your library for a basic land card, put it onto the battlefield tapped, then shuffle. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Summon: Fenrir (2)(G) Enchantment Creature -- Saga Wolf (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Crescent Fang -- Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. II -- Heavenward Howl -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it. III -- Ecliptic Growl -- Draw a card if you control the creature with the greatest power or tied for the greatest power. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Summon: Fenrir (2)(G) Enchantment Creature -- Saga Wolf (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Crescent Fang -- Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. II -- Heavenward Howl -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it. III -- Ecliptic Growl -- Draw a card if you control the creature with the greatest power or tied for the greatest power. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Summon: Fenrir (2)(G) Enchantment Creature -- Saga Wolf (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Crescent Fang -- Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. II -- Heavenward Howl -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it. III -- Ecliptic Growl -- Draw a card if you control the creature with the greatest power or tied for the greatest power. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Bounce Off U Instant Return target creature or Vehicle to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bounce Off U Instant Return target creature or Vehicle to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Heritage Reclamation 1G Instant Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile up to one target card from a graveyard. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Heritage Reclamation 1G Instant Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile up to one target card from a graveyard. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Negate 1 U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate 1 U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spinewoods Paladin 4 6 Creature -- Human Knight Trample When this creature enters, you gain 3 life. Plot {3}{6} (You may pay {3}{6} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 5/4	Spinewoods Paladin 4 6 Creature -- Human Knight Trample When this creature enters, you gain 3 life. Plot {3}{6} (You may pay {3}{6} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 5/4

4 G

Trample
When this creature enters, you gain 3 life.
Plot {3}{G} (You may pay {3}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

5/4

2G

Reach
When this creature enters, return up to one other target permanent you control to its owner's hand.

3/3

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Reach
When this creature enters, return up to one other target permanent you control to its owner's hand.

3/3

sheet 10/10 - 3 cards - 2.5 x 3.5 in each