

Ardyn, the Usurper 5 B B B Legendary Creature -- Elder Human Noble Demons you control have menace, lifelink, and haste. Starscourage -- At the beginning of combat on your turn, exile up to one target creature card from a graveyard. If you exiled a card this way, create a token that's a copy of that card, except it's a 5/5 black Demon. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Forest

Basic Land -- Forest

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

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Formidable Speaker (2)(G)

Creature -- Elf Druid

When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.

{1}, {T}: Untap another target permanent.

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Imodane's Recruiter (2)(R)

Creature -- Human Knight

When this creature enters, creatures you control get +1/+0 and gain haste until end of turn.

Train Troops (4)(W)

Sorcery - - Adventure

Create two 2/2 white Knight creature tokens with vigilance. (Then exile this card. You may cast the creature later from exile.)

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Jadzi, Steward of Fate (2)(U) Legendary Creature -- Human Wizard Jadzi enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.) When Jadzi enters, draw two cards, then discard two cards. 2/4 ----- OTHER FACE ----- Oracle's Gift (X)(X)(U) Sorcery Create X 0/0 green and blue Fractal creature tokens, then put X +1/+1 counters on each Fractal you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jadzi, Steward of Fate (2)(U) Legendary Creature -- Human Wizard Jadzi enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.) When Jadzi enters, draw two cards, then discard two cards. 2/4 ----- OTHER FACE ----- Oracle's Gift (X)(X)(U) Sorcery Create X 0/0 green and blue Fractal creature tokens, then put X +1/+1 counters on each Fractal you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kiora, the Rising Tide (2)(U) Legendary Creature -- Merfolk Noble When Kiora enters, draw two cards, then discard two cards. Threshold -- Whenever Kiora attacks, if there are seven or more cards in your graveyard, you may create Scion of the Deep, a legendary 8/8 blue Octopus creature token. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kiora, the Rising Tide (2)(U) Legendary Creature -- Merfolk Noble When Kiora enters, draw two cards, then discard two cards. Threshold -- Whenever Kiora attacks, if there are seven or more cards in your graveyard, you may create Scion of the Deep, a legendary 8/8 blue Octopus creature token. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Oblivious Bookworm (G)(U) Creature -- Human Wizard At the beginning of your end step, you may draw a card. If you do, discard a card unless a permanent entered the battlefield face down under your control this turn or you turned a permanent face up this turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oblivious Bookworm (G)(U) Creature -- Human Wizard At the beginning of your end step, you may draw a card. If you do, discard a card unless a permanent entered the battlefield face down under your control this turn or you turned a permanent face up this turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oblivious Bookworm (G)(U) Creature -- Human Wizard At the beginning of your end step, you may draw a card. If you do, discard a card unless a permanent entered the battlefield face down under your control this turn or you turned a permanent face up this turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oblivious Bookworm (G)(U) Creature -- Human Wizard At the beginning of your end step, you may draw a card. If you do, discard a card unless a permanent entered the battlefield face down under your control this turn or you turned a permanent face up this turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overgrown Tomb Land -- Swamp Forest {T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overgrown Tomb Land -- Swamp Forest {T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overgrown Tomb Land -- Swamp Forest {T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overlord of the Balemurk3BB Enchantment Creature -- Avatar Horror Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Terror of the Peaks (3)(R)(R)

Creature -- Dragon

Flying
Spells your opponents cast that target this creature cost an additional 3 life to cast.
Whenever another creature you control enters, this creature deals damage equal to that creature's power to any target.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wastewood Verge

Land

{T}: Add {G}.
{T}: Add {B}. Activate only if you control a Swamp or a Forest.

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Deceit Creature -- Elemental Incarnation When this creature enters, if {U}{U} was spent to cast it, return up to one other target nonland permanent to its owner's hand. When this creature enters, if {B}{B} was spent to cast it, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Invoke {U/B}{U/B} [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deceit Creature -- Elemental Incarnation When this creature enters, if {U}{U} was spent to cast it, return up to one other target nonland permanent to its owner's hand. When this creature enters, if {B}{B} was spent to cast it, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Invoke {U/B}{U/B} [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragon Sniper Creature -- Human Archer Reach, vigilance, deathtouch [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragon Sniper Creature -- Human Archer Reach, vigilance, deathtouch [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dragon Sniper G Creature -- Human Archer Reach, vigilance, deathtouch [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seedship Broodtender BG Creature -- Insect Citizen When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.) {3}{B}{G}, Sacrifice this creature: Return target creature or Spacecraft card from your graveyard to the battlefield. Activate only as a sorcery. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Strategic Betrayal 1B Sorcery Target opponent exiles a creature they control and their graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Strategic Betrayal 1B Sorcery Target opponent exiles a creature they control and their graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Vicious Rivalry 2 B 6 Sorcery As an additional cost to cast this spell, pay X life. Destroy all artifacts and creatures with mana value X or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wistfulness 3 6/U 6/U Creature -- Elemental Incarnation When this creature enters, if {G}{G} was spent to cast it, exile target artifact or enchantment an opponent controls. When this creature enters, if {U}{U} was spent to cast it, draw two cards, then discard a card. Evoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wistfulness 3 6/U 6/U Creature -- Elemental Incarnation When this creature enters, if {G}{G} was spent to cast it, exile target artifact or enchantment an opponent controls. When this creature enters, if {U}{U} was spent to cast it, draw two cards, then discard a card. Evoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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