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| <div><div><div>Azure Beastbinder</div><div>1U</div></div><div>Creature -- Rat Rogue</div><div>Vigilance<br/>This creature can't be blocked by creatures with power 2 or greater. Whenever this creature attacks, up to one target artifact, creature, or planeswalker an opponent controls loses all abilities until your next turn. If it's a creature, it also has base power and toughness 2/2 until your next turn.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Azure Beastbinder</div><div>1U</div></div><div>Creature -- Rat Rogue</div><div>Vigilance<br/>This creature can't be blocked by creatures with power 2 or greater. Whenever this creature attacks, up to one target artifact, creature, or planeswalker an opponent controls loses all abilities until your next turn. If it's a creature, it also has base power and toughness 2/2 until your next turn.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Azure Beastbinder</div><div>1U</div></div><div>Creature -- Rat Rogue</div><div>Vigilance<br/>This creature can't be blocked by creatures with power 2 or greater. Whenever this creature attacks, up to one target artifact, creature, or planeswalker an opponent controls loses all abilities until your next turn. If it's a creature, it also has base power and toughness 2/2 until your next turn.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Botanical Sanctum</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       |
| <div><div><div>Botanical Sanctum</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                             | <div><div><div>Botanical Sanctum</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                             | <div><div><div>Botanical Sanctum</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                             | <div><div><div>Breeding Pool</div></div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                       | <div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                       | <div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                              | <div><div>Enduring Curiosity 2UU</div><div>Enchantment Creature -- Cat Glimmer</div><div>Flash<br/>Whenever a creature you control deals combat damage to a player, draw a card.<br/>When Enduring Curiosity dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Enduring Curiosity 2UU</div><div>Enchantment Creature -- Cat Glimmer</div><div>Flash<br/>Whenever a creature you control deals combat damage to a player, draw a card.<br/>When Enduring Curiosity dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Enduring Curiosity 2UU</div><div>Enchantment Creature -- Cat Glimmer</div><div>Flash<br/>Whenever a creature you control deals combat damage to a player, draw a card.<br/>When Enduring Curiosity dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Floodpits Drowner 1U</div><div>Creature -- Merfolk</div><div>Flash<br/>Vigilance<br/>When this creature enters, tap target creature an opponent controls and put a stun counter on it.<br/>{1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Floodpits Drowner 1U</div><div>Creature -- Merfolk</div><div>Flash<br/>Vigilance<br/>When this creature enters, tap target creature an opponent controls and put a stun counter on it.<br/>{1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                          |

① ②

Flash  
Vigilance  
When this creature enters, tap  
target creature an opponent controls  
and put a stun counter on it.  
{1}{U}, {T}: Shuffle this creature  
and target creature with a stun  
counter on it into their owners'  
libraries.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ① G

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

① ② G

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

U

Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves

G

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Llanowar Elves

G

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mockingbird

XU

Creature -- Bird Bard

Flying  
You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mockingbird

XU

Creature -- Bird Bard

Flying  
You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ouroboroid

2GG

Creature -- Plant Wurm

At the beginning of combat on your turn, put X +1/+1 counters on each creature you control, where X is this creature's power.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ouroboroid

2GG

Creature -- Plant Wurm

At the beginning of combat on your turn, put X +1/+1 counters on each creature you control, where X is this creature's power.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Creature -- Plant Wurm

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ouroboroid

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At the beginning of combat on your turn, put X +1/+1 counters on each creature you control, where X is this creature's power.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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| <p><b>Ouroboroid</b> 266</p> <p>Creature -- Plant Wurm</p> <p>At the beginning of combat on your turn, put X +1/+1 counters on each creature you control, where X is this creature's power.</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                         | <p><b>Restless Vinestalk</b></p> <p>Land</p> <p>This land enters tapped.<br/>{T}: Add {G} or {U}.<br/>{3}{G}{U}: Until end of turn, this land becomes a 5/5 green and blue Plant creature with trample. It's still a land.<br/>Whenever this land attacks, up to one other target creature has base power and toughness 3/3 until end of turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Restless Vinestalk</b></p> <p>Land</p> <p>This land enters tapped.<br/>{T}: Add {G} or {U}.<br/>{3}{G}{U}: Until end of turn, this land becomes a 5/5 green and blue Plant creature with trample. It's still a land.<br/>Whenever this land attacks, up to one other target creature has base power and toughness 3/3 until end of turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Sentinel of the Nameless City</b> 266</p> <p>Creature -- Merfolk Warrior Scout</p> <p>Vigilance<br/>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.")</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Sentinel of the Nameless City</b> 266</p> <p>Creature -- Merfolk Warrior Scout</p> <p>Vigilance<br/>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.")</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Sentinel of the Nameless City</b> 266</p> <p>Creature -- Merfolk Warrior Scout</p> <p>Vigilance<br/>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.")</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                 | <p><b>Sentinel of the Nameless City</b> 266</p> <p>Creature -- Merfolk Warrior Scout</p> <p>Vigilance<br/>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.")</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                 | <p><b>Soulstone Sanctuary</b></p> <p>Land</p> <p>{T}: Add {C}.<br/>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                             |

## Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Creature -- Siren Pirate

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      bothbox.dev

otbox.dev

Creature -- Siren Pirate

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

ootbox.dev

Creature -- Siren Pirate

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

hotbox.dev

Creature -- Siren Pirate

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

otbox.dev

Creature -- Hydra

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      bothbox.dev

otbox.dev

Creature -- Hydra

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Creature -- Hydra

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| <div>Willowrush Verge</div> <div>Land</div> <div>{T}: Add {U}.<br/>{T}: Add {G}. Activate only if you control a Forest or an Island.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                       | <div>Willowrush Verge</div> <div>Land</div> <div>{T}: Add {U}.<br/>{T}: Add {G}. Activate only if you control a Forest or an Island.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                       | <div>Willowrush Verge</div> <div>Land</div> <div>{T}: Add {U}.<br/>{T}: Add {G}. Activate only if you control a Forest or an Island.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                       | <div>Willowrush Verge</div> <div>Land</div> <div>{T}: Add {U}.<br/>{T}: Add {G}. Activate only if you control a Forest or an Island.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                              |
| <div>Basilisk Collar ①</div> <div>Artifact -- Equipment</div> <div>Equipped creature has deathtouch and lifelink. (Any amount of damage it deals to a creature is enough to destroy it. Damage dealt by this creature also causes you to gain that much life.)<br/>Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Basilisk Collar ①</div> <div>Artifact -- Equipment</div> <div>Equipped creature has deathtouch and lifelink. (Any amount of damage it deals to a creature is enough to destroy it. Damage dealt by this creature also causes you to gain that much life.)<br/>Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Basilisk Collar ①</div> <div>Artifact -- Equipment</div> <div>Equipped creature has deathtouch and lifelink. (Any amount of damage it deals to a creature is enough to destroy it. Damage dealt by this creature also causes you to gain that much life.)<br/>Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Frenzied Baloth ⑥⑥</div> <div>Creature -- Beast</div> <div>This spell can't be countered.<br/>Trample, haste<br/>Creature spells you control can't be countered.<br/>Combat damage can't be prevented.</div> <div>[sideboard]</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <div><div><div>Frenzied Baloth</div><div><div>GG</div></div></div><div><div>Creature -- Beast</div><div><div>This spell can't be countered.<br/>Trample, haste<br/>Creature spells you control can't be countered.<br/>Combat damage can't be prevented.</div><div>[sideboard]</div></div><div><div>3/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Frenzied Baloth</div><div><div>GG</div></div></div><div><div>Creature -- Beast</div><div><div>This spell can't be countered.<br/>Trample, haste<br/>Creature spells you control can't be countered.<br/>Combat damage can't be prevented.</div><div>[sideboard]</div></div><div><div>3/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Frenzied Baloth</div><div><div>GG</div></div></div><div><div>Creature -- Beast</div><div><div>This spell can't be countered.<br/>Trample, haste<br/>Creature spells you control can't be countered.<br/>Combat damage can't be prevented.</div><div>[sideboard]</div></div><div><div>3/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Repulsive Mutation</div><div><div>XGU</div></div></div><div><div>Instant</div><div><div>Put X +1/+1 counters on target creature you control. Then counter up to one target spell unless its controller pays mana equal to the greatest power among creatures you control.</div><div>[sideboard]</div></div></div></div> | <div><div><div>Repulsive Mutation</div><div><div>XGU</div></div></div><div><div>Instant</div><div><div>Put X +1/+1 counters on target creature you control. Then counter up to one target spell unless its controller pays mana equal to the greatest power among creatures you control.</div><div>[sideboard]</div></div></div></div> | <div><div><div>Repulsive Mutation</div><div><div>XGU</div></div></div><div><div>Instant</div><div><div>Put X +1/+1 counters on target creature you control. Then counter up to one target spell unless its controller pays mana equal to the greatest power among creatures you control.</div><div>[sideboard]</div></div></div></div> | <div><div><div>Tishana's Tidebinder</div><div><div>2U</div></div></div><div><div>Creature -- Merfolk Wizard</div><div><div>Flash<br/>When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)</div><div>[sideboard]</div></div><div><div>3/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |
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| <div> <div> <b>Tishana's Tidebinder</b> <div> <div>2</div> <div>U</div> </div> </div> <div>           Creature -- Merfolk Wizard         </div> <div>           Flash<br/>           When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)         </div> <div>           [sideboard]         </div> <div> <div>3/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Tishana's Tidebinder</b> <div> <div>2</div> <div>U</div> </div> </div> <div>           Creature -- Merfolk Wizard         </div> <div>           Flash<br/>           When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)         </div> <div>           [sideboard]         </div> <div> <div>3/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Tishana's Tidebinder</b> <div> <div>2</div> <div>U</div> </div> </div> <div>           Creature -- Merfolk Wizard         </div> <div>           Flash<br/>           When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)         </div> <div>           [sideboard]         </div> <div> <div>3/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> |  |
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