

Annie Joins Up (1)(R)(G)(W) Legendary Enchantment When Annie Joins Up enters, it deals 5 damage to target creature or planeswalker an opponent controls. If a triggered ability of a legendary creature you control triggers, that ability triggers an additional time. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Annie Joins Up (1)(R)(G)(W) Legendary Enchantment When Annie Joins Up enters, it deals 5 damage to target creature or planeswalker an opponent controls. If a triggered ability of a legendary creature you control triggers, that ability triggers an additional time. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Annie Joins Up (1)(R)(G)(W) Legendary Enchantment When Annie Joins Up enters, it deals 5 damage to target creature or planeswalker an opponent controls. If a triggered ability of a legendary creature you control triggers, that ability triggers an additional time. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beza, the Bounding Spring (2)(W)(W) Legendary Creature -- Elemental Elk When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Beza, the Bounding Spring (2)(W)(W) Legendary Creature -- Elemental Elk When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boros Charm (R)(W) Instant Choose one -- * Boros Charm deals 4 damage to target player or planeswalker. * Permanents you control gain indestructible until end of turn. * Target creature gains double strike until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bushwhack (G) Sorcery Choose one -- * Search your library for a basic land card, reveal it, put it into your hand, then shuffle. * Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bushwhack (G) Sorcery Choose one -- * Search your library for a basic land card, reveal it, put it into your hand, then shuffle. * Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bushwhack 6 Sorcery Choose one -- * Search your library for a basic land card, reveal it, put it into your hand, then shuffle. * Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clive's Hideaway Land -- Town Hideaway 4 (When this land enters, look at the top four cards of your library, exile one face down, then put the rest on the bottom in a random order.) {T}: Add {C}. {2}, {T}: You may play the exiled card without paying its mana cost if you control four or more legendary creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Commercial District Land -- Mountain Forest {T}: Add {R} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragonhawk, Fate's Tempest 3 R R Legendary Creature -- Bird Dragon Flying Whenever Dragonhawk enters or attacks, exile the top X cards of your library, where X is the number of creatures you control with power 4 or greater. You may play those cards until your next end step. At the beginning of your next end step, Dragonhawk deals 2 damage to each opponent for each of those cards that are still exiled. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragonhawk, Fate's Tempest 3 R R Legendary Creature -- Bird Dragon Flying Whenever Dragonhawk enters or attacks, exile the top X cards of your library, where X is the number of creatures you control with power 4 or greater. You may play those cards until your next end step. At the beginning of your next end step, Dragonhawk deals 2 damage to each opponent for each of those cards that are still exiled. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fire Magic R Instant Tiered (Choose one additional cost.) * Fire -- {0} -- Fire Magic deals 1 damage to each creature. * Fira -- {2} -- Fire Magic deals 2 damage to each creature. * Firaga -- {5} -- Fire Magic deals 3 damage to each creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Get Lost1W Instant Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Halana and Alena, Partners2RG Legendary Creature -- Human Ranger Reach (This creature can block creatures with flying.) First strike (This creature deals combat damage before creatures without first strike.) At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is Halana and Alena's power. That creature gains haste until end of turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Halana and Alena, Partners2RG Legendary Creature -- Human Ranger Reach (This creature can block creatures with flying.) First strike (This creature deals combat damage before creatures without first strike.) At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is Halana and Alena's power. That creature gains haste until end of turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Halana and Alena, Partners2RG Legendary Creature -- Human Ranger Reach (This creature can block creatures with flying.) First strike (This creature deals combat damage before creatures without first strike.) At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is Halana and Alena's power. That creature gains haste until end of turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Lightning, Army of One 1 R W Legendary Creature -- Human Soldier First strike, trample, lifelink Stagger -- Whenever Lightning deals combat damage to a player, until your next turn, if a source would deal damage to that player or a permanent that player controls, it deals double that damage instead. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Lightning Helix R W Instant Lightning Helix deals 3 damage to any target and you gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Lush Portico Land -- Forest Plains {T}: Add {G} or {W}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Mountain Basic Land -- Mountain {T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td></td></td>	Lightning Helix R W Instant Lightning Helix deals 3 damage to any target and you gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Lush Portico Land -- Forest Plains {T}: Add {G} or {W}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Mountain Basic Land -- Mountain {T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td></td>	Lush Portico Land -- Forest Plains {T}: Add {G} or {W}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Mountain Basic Land -- Mountain {T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td>	Mountain Basic Land -- Mountain {T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Pit of Offerings Land -- Cave This land enters tapped. When this land enters, exile up to three target cards from graveyards. {T}: Add {C}. {T}: Add one mana of any of the exiled cards' colors. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pit of Offerings Land -- Cave This land enters tapped. When this land enters, exile up to three target cards from graveyards. {T}: Add {C}. {T}: Add one mana of any of the exiled cards' colors. 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
Raucous Carnival Land This land enters tapped unless a player has 13 or less life. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Restless Prairie Land This land enters tapped. {T}: Add {G} or {W}. {2}{G}{W}: This land becomes a 3/4 green and white Llama creature until end of turn. It's still a land. Whenever this land attacks, other creatures you control get +1/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Restless Ridgeline Land This land enters tapped. {T}: Add {R} or {G}. {2}{R}{G}: This land becomes a 3/4 red and green Dinosaur creature until end of turn. It's still a land. Whenever this land attacks, another target attacking creature gets +2/+0 until end of turn. Untap that creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roxanne, Starfall Savant 3RG Legendary Creature -- Cat Druid Whenever Roxanne enters or attacks, create a tapped colorless artifact token named Meteorite with "When this token enters, it deals 2 damage to any target" and "{T}: Add one mana of any color." Whenever you tap an artifact token for mana, add one mana of any type that artifact token produced. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Roxanne, Starfall Savant 3 R G Legendary Creature -- Cat Druid Whenever Roxanne enters or attacks, create a tapped colorless artifact token named Meteorite with "When this token enters, it deals 2 damage to any target" and "{T}: Add one mana of any color." Whenever you tap an artifact token for mana, add one mana of any type that artifact token produced. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roxanne, Starfall Savant 3 R G Legendary Creature -- Cat Druid Whenever Roxanne enters or attacks, create a tapped colorless artifact token named Meteorite with "When this token enters, it deals 2 damage to any target" and "{T}: Add one mana of any color." Whenever you tap an artifact token for mana, add one mana of any type that artifact token produced. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Serah Farron 1 G W Legendary Creature -- Human Citizen The first legendary creature spell you cast each turn costs {2} less to cast. At the beginning of combat on your turn, if you control two or more other legendary creatures, you may transform Serah Farron. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev Crystallized Serah Legendary Artifact The first legendary creature spell you cast each turn costs {2} less to cast. Legendary creatures you control get +2/+2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Serah Farron 1 G W Legendary Creature -- Human Citizen The first legendary creature spell you cast each turn costs {2} less to cast. At the beginning of combat on your turn, if you control two or more other legendary creatures, you may transform Serah Farron. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev Crystallized Serah Legendary Artifact The first legendary creature spell you cast each turn costs {2} less to cast. Legendary creatures you control get +2/+2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Surrak, Elusive Hunter ②⑥ Legendary Creature -- Human Warrior This spell can't be countered. Trample Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surrak, Elusive Hunter ②⑥ Legendary Creature -- Human Warrior This spell can't be countered. Trample Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple of Abandon Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple of Plenty Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Torgal, A Fine Hound ①⑥ Legendary Creature -- Wolf Whenever you cast your first Human creature spell each turn, that creature enters with an additional +1/+1 counter on it for each Dog and/or Wolf you control. {T}: Add one mana of any color. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torgal, A Fine Hound ①⑥ Legendary Creature -- Wolf Whenever you cast your first Human creature spell each turn, that creature enters with an additional +1/+1 counter on it for each Dog and/or Wolf you control. {T}: Add one mana of any color. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torgal, A Fine Hound ①⑥ Legendary Creature -- Wolf Whenever you cast your first Human creature spell each turn, that creature enters with an additional +1/+1 counter on it for each Dog and/or Wolf you control. {T}: Add one mana of any color. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torgal, A Fine Hound ①⑥ Legendary Creature -- Wolf Whenever you cast your first Human creature spell each turn, that creature enters with an additional +1/+1 counter on it for each Dog and/or Wolf you control. {T}: Add one mana of any color. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Venat, Heart of Hydaelyn (1)(W)(W) Legendary Creature -- Elder Wizard Whenever you cast a legendary spell, draw a card. This ability triggers only once each turn. Hero's Sundering -- {7}, {T}: Exile target nonland permanent. Transform Venat. Activate only as a sorcery. 3/3 ---- BACK FACE ---- Hydaelyn, the Mothercrystal Legendary Creature -- God Indestructible Blessing of Light -- At the beginning of combat on your turn, put a +1/+1 counter on another target creature you control. Until your next turn, it gains indestructible. If that creature is legendary, draw a card. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Venat, Heart of Hydaelyn (1)(W)(W) Legendary Creature -- Elder Wizard Whenever you cast a legendary spell, draw a card. This ability triggers only once each turn. Hero's Sundering -- {7}, {T}: Exile target nonland permanent. Transform Venat. Activate only as a sorcery. 3/3 ---- BACK FACE ---- Hydaelyn, the Mothercrystal Legendary Creature -- God Indestructible Blessing of Light -- At the beginning of combat on your turn, put a +1/+1 counter on another target creature you control. Until your next turn, it gains indestructible. If that creature is legendary, draw a card. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zack Fair (W) Legendary Creature -- Human Soldier Zack Fair enters with a +1/+1 counter on it. {1}, Sacrifice Zack Fair: Target creature you control gains indestructible until end of turn. Put Zack Fair's counters on that creature and attach an Equipment that was attached to Zack Fair to that creature. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zack Fair (W) Legendary Creature -- Human Soldier Zack Fair enters with a +1/+1 counter on it. {1}, Sacrifice Zack Fair: Target creature you control gains indestructible until end of turn. Put Zack Fair's counters on that creature and attach an Equipment that was attached to Zack Fair to that creature. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Abrade (1)(R) Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abrade (1)(R) Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abrade (1)(R) Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Day of Judgment (2)(W)(W) Sorcery Destroy all creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest Basic Land -- Forest {T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Get Lost1W Instant Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Joshua, Phoenix's Dominant1RW Legendary Creature -- Human Noble Wizard When Joshua enters, discard up to two cards, then draw that many cards. {3}{R}{W}, {T}: Exile Joshua, then return it to the battlefield transformed under its owner's control. Activate only as a sorcery. [sideboard] 3/4 ----- BACK FACE ----- Phoenix, Warden of Fire Legendary Enchantment Creature -- Saga Phoenix (As this Saga enters and after your draw step, add a lore counter.) I, II -- Rising Flames -- Phoenix deals 2 damage to each opponent. III -- Flames of Rebirth -- Return any number of target creature cards with total mana value 6 or less from your graveyard to the battlefield. Exile Phoenix, then return it to the battlefield (front face up). Flying, lifelink 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Joshua, Phoenix's Dominant1RW Legendary Creature -- Human Noble Wizard When Joshua enters, discard up to two cards, then draw that many cards. {3}{R}{W}, {T}: Exile Joshua, then return it to the battlefield transformed under its owner's control. Activate only as a sorcery. [sideboard] 3/4 ----- BACK FACE ----- Phoenix, Warden of Fire Legendary Enchantment Creature -- Saga Phoenix (As this Saga enters and after your draw step, add a lore counter.) I, II -- Rising Flames -- Phoenix deals 2 damage to each opponent. III -- Flames of Rebirth -- Return any number of target creature cards with total mana value 6 or less from your graveyard to the battlefield. Exile Phoenix, then return it to the battlefield (front face up). Flying, lifelink 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mountain Basic Land -- Mountain {T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thunder MagicR Instant Tiered (Choose one additional cost.) * Thunder -- {0} -- Thunder Magic deals 2 damage to target creature. * Thundara -- {3} -- Thunder Magic deals 4 damage to target creature. * Thundaga -- {5}{R} -- Thunder Magic deals 8 damage to target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thunder MagicR Instant Tiered (Choose one additional cost.) * Thunder -- {0} -- Thunder Magic deals 2 damage to target creature. * Thundara -- {3} -- Thunder Magic deals 4 damage to target creature. * Thundaga -- {5}{R} -- Thunder Magic deals 8 damage to target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

[sidebar]

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If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

[sideboard]

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