

Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Builder's Talent1W Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, create a 0/4 white Wall creature token with defender. {W}: Level 2 Whenever one or more noncreature, nonland permanents you control enter, put a +1/+1 counter on target creature you control. {4}{W}: Level 3 When this Class becomes level 3, return target noncreature, nonland permanent card from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Builder's Talent1W Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, create a 0/4 white Wall creature token with defender. {W}: Level 2 Whenever one or more noncreature, nonland permanents you control enter, put a +1/+1 counter on target creature you control. {4}{W}: Level 3 When this Class becomes level 3, return target noncreature, nonland permanent card from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Builder's Talent1W Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, create a 0/4 white Wall creature token with defender. {W}: Level 2 Whenever one or more noncreature, nonland permanents you control enter, put a +1/+1 counter on target creature you control. {4}{W}: Level 3 When this Class becomes level 3, return target noncreature, nonland permanent card from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Buried in the Garden2GW Enchantment -- Aura Enchant land When this Aura enters, exile target nonland permanent you don't control until this Aura leaves the battlefield. Whenever enchanted land is tapped for mana, its controller adds an additional one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Buried in the Garden2GW Enchantment -- Aura Enchant land When this Aura enters, exile target nonland permanent you don't control until this Aura leaves the battlefield. Whenever enchanted land is tapped for mana, its controller adds an additional one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Buried in the Garden2GW Enchantment -- Aura Enchant land When this Aura enters, exile target nonland permanent you don't control until this Aura leaves the battlefield. Whenever enchanted land is tapped for mana, its controller adds an additional one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Calix, Guided by Fate1GW Legendary Enchantment Creature -- Human Druid Constellation -- Whenever Calix or another enchantment you control enters, put a +1/+1 counter on target creature. Whenever Calix or an enchanted creature you control deals combat damage to a player, you may create a token that's a copy of a nonlegendary enchantment you control. Do this only once each turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev 2/2

Calix, Guided by Fate ①⑥⑦ Legendary Enchantment Creature -- Human Druid Constellation -- Whenever Calix or another enchantment you control enters, put a +1/+1 counter on target creature. Whenever Calix or an enchanted creature you control deals combat damage to a player, you may create a token that's a copy of a nonlegendary enchantment you control. Do this only once each turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Calix, Guided by Fate ①⑥⑦ Legendary Enchantment Creature -- Human Druid Constellation -- Whenever Calix or another enchantment you control enters, put a +1/+1 counter on target creature. Whenever Calix or an enchanted creature you control deals combat damage to a player, you may create a token that's a copy of a nonlegendary enchantment you control. Do this only once each turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Caves of Koilos Land {T}: Add {C}. {T}: Add {W} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Danitha, New Benalia's Light ①⑥⑦ Legendary Creature -- Human Knight Vigilance, trample, lifelink Once during each of your turns, you may cast an Aura or Equipment spell from your graveyard. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Danitha, New Benalia's Light ①⑥⑦ Legendary Creature -- Human Knight Vigilance, trample, lifelink Once during each of your turns, you may cast an Aura or Equipment spell from your graveyard. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Danitha, New Benalia's Light ①⑥⑦ Legendary Creature -- Human Knight Vigilance, trample, lifelink Once during each of your turns, you may cast an Aura or Equipment spell from your graveyard. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dead Weight ⑧ Enchantment -- Aura Enchant creature Enchanted creature gets -2/-2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dead Weight ⑧ Enchantment -- Aura Enchant creature Enchanted creature gets -2/-2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dead Weight B Enchantment -- Aura Enchant creature Enchanted creature gets -2/-2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eriette of the Charmed Apple 1WB Legendary Creature -- Human Warlock Each creature that's enchanted by an Aura you control can't attack you or planeswalkers you control. At the beginning of your end step, each opponent loses X life and you gain X life, where X is the number of Auras you control. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eriette of the Charmed Apple 1WB Legendary Creature -- Human Warlock Each creature that's enchanted by an Aura you control can't attack you or planeswalkers you control. At the beginning of your end step, each opponent loses X life and you gain X life, where X is the number of Auras you control. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eriette of the Charmed Apple 1WB Legendary Creature -- Human Warlock Each creature that's enchanted by an Aura you control can't attack you or planeswalkers you control. At the beginning of your end step, each opponent loses X life and you gain X life, where X is the number of Auras you control. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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 PLAYbotbox.dev	Optimistic ScavengerW Creature -- Human Scout Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

W

Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Enchant artifact or creature
Enchanted permanent can't attack or
block, and its activated abilities
can't be activated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Enchant artifact or creature
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$$(\{T\} : \text{Add } \{W\}.)$$

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Plains Basic Land -- Plains {T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains {T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Restless Fortress Land This land enters tapped. {T}: Add {W} or {B}. {2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land. Whenever this land attacks, defending player loses 2 life and you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Roaming Throne Artifact Creature -- Golem Ward {2} As this creature enters, choose a creature type. This creature is the chosen type in addition to its other types. If a triggered ability of another creature you control of the chosen type triggers, it triggers an additional time. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Roaming Throne Artifact Creature -- Golem Ward {2} As this creature enters, choose a creature type. This creature is the chosen type in addition to its other types. If a triggered ability of another creature you control of the chosen type triggers, it triggers an additional time. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Royal Treatment Instant Target creature you control gains hexproof until end of turn. Create a Royal Role token attached to that creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has ward {1}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Royal Treatment Instant Target creature you control gains hexproof until end of turn. Create a Royal Role token attached to that creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has ward {1}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Royal Treatment G Instant Target creature you control gains hexproof until end of turn. Create a Royal Role token attached to that creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has ward {1}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shadowy Backstreet Land -- Plains Swamp ({T}: Add {W} or {B}.) 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	Shadowy Backstreet Land -- Plains Swamp ({T}: Add {W} or {B}.) 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	Sheltered by Ghosts 1W Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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2 G

Whenever an Aura you control enters,
draw a card.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

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draw a card.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

Whenever an Aura you control enters,
draw a card.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underground Mortuary

(**{T}**: Add **{B}** 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

2GW

{2}, {T}: Choose target enchantment you control that doesn't have the same name as another permanent you control. Create a token that's a copy of it, except it isn't legendary. If the token is an Aura, untap Yenna, then scry 2. Activate only as a sorcery.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G W

{2}, {T}: Choose target enchantment you control that doesn't have the same name as another permanent you control. Create a token that's a copy of it, except it isn't legendary. If the token is an Aura, untap Yenna, then scry 2. Activate only as a sorcery.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G W

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4/4

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