

Aether Channeler (2)(U) Creature -- Human Wizard When this creature enters, choose one -- * Create a 1/1 white Bird creature token with flying. * Return another target nonland permanent to its owner's hand. * Draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aether Channeler (2)(U) Creature -- Human Wizard When this creature enters, choose one -- * Create a 1/1 white Bird creature token with flying. * Return another target nonland permanent to its owner's hand. * Draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aether Channeler (2)(U) Creature -- Human Wizard When this creature enters, choose one -- * Create a 1/1 white Bird creature token with flying. * Return another target nonland permanent to its owner's hand. * Draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aether Channeler (2)(U) Creature -- Human Wizard When this creature enters, choose one -- * Create a 1/1 white Bird creature token with flying. * Return another target nonland permanent to its owner's hand. * Draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Armored Scrapgorger (1)(G) Creature -- Phyrexian Beast This creature gets +3/+0 as long as it has three or more oil counters on it. {T}: Add one mana of any color. Whenever this creature becomes tapped, exile target card from a graveyard and put an oil counter on this creature. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Armored Scrapgorger (1)(G) Creature -- Phyrexian Beast This creature gets +3/+0 as long as it has three or more oil counters on it. {T}: Add one mana of any color. Whenever this creature becomes tapped, exile target card from a graveyard and put an oil counter on this creature. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Armored Scrapgorger (1)(G) Creature -- Phyrexian Beast This creature gets +3/+0 as long as it has three or more oil counters on it. {T}: Add one mana of any color. Whenever this creature becomes tapped, exile target card from a graveyard and put an oil counter on this creature. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Armored Scrapgorger (1)(G) Creature -- Phyrexian Beast This creature gets +3/+0 as long as it has three or more oil counters on it. {T}: Add one mana of any color. Whenever this creature becomes tapped, exile target card from a graveyard and put an oil counter on this creature. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Conduit Pylons Land -- Desert When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conduit Pylons Land -- Desert When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conduit Pylons Land -- Desert When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev
Fecund Greenshell 3GG Creature -- Elemental Turtle Reach As long as you control ten or more lands, creatures you control get +2/+2. Whenever this creature or another creature you control with toughness greater than its power enters, look at the top card of your library. If it's a land card, you may put it onto the battlefield tapped. Otherwise, put it into your hand. 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fecund Greenshell 3GG Creature -- Elemental Turtle Reach As long as you control ten or more lands, creatures you control get +2/+2. Whenever this creature or another creature you control with toughness greater than its power enters, look at the top card of your library. If it's a land card, you may put it onto the battlefield tapped. Otherwise, put it into your hand. 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}.) 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	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	Freestriider Lookout 26 Creature -- Human Rogue Reach Whenever you commit a crime, look at the top five 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. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Freestriider Lookout 26 Creature -- Human Rogue Reach Whenever you commit a crime, look at the top five 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. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Freestrider Lookout ②⑥ Creature -- Human Rogue Reach Whenever you commit a crime, look at the top five 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. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Freestrider Lookout ②⑥ Creature -- Human Rogue Reach Whenever you commit a crime, look at the top five 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. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Horned Loch-Whale Card ----- OTHER FACE ----- Horned Loch-Whale Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Horned Loch-Whale Card ----- OTHER FACE ----- Horned Loch-Whale Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Horned Loch-Whale Card ----- OTHER FACE ----- Horned Loch-Whale Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hunter's Talent ①⑥ Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, target creature you control deals damage equal to its power to target creature you don't control. {1}{6}: Level 2 Whenever you attack, target attacking creature gets +1/+0 and gains trample until end of turn. {3}{6}: Level 3 At the beginning of your end step, if you control a creature with power 4 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hunter's Talent ①⑥ Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, target creature you control deals damage equal to its power to target creature you don't control. {1}{6}: Level 2 Whenever you attack, target attacking creature gets +1/+0 and gains trample until end of turn. {3}{6}: Level 3 At the beginning of your end step, if you control a creature with power 4 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hunter's Talent ①⑥ Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, target creature you control deals damage equal to its power to target creature you don't control. {1}{6}: Level 2 Whenever you attack, target attacking creature gets +1/+0 and gains trample until end of turn. {3}{6}: Level 3 At the beginning of your end step, if you control a creature with power 4 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Into the Flood Maw Instant 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 PLAYbotbox.dev	Into the Flood Maw Instant 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 PLAYbotbox.dev	Into the Flood Maw Instant 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 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	Lush Oasis Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Lush Oasis Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lush Oasis Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lush Oasis Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Outcaster Greenblade 26 Creature -- Human Mercenary When this creature enters, search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle. This creature gets +1/+1 for each Desert you control. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Outcaster Greenblade 26 Creature -- Human Mercenary When this creature enters, search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle. This creature gets +1/+1 for each Desert you control. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Outcaster Greenblade 26 Creature -- Human Mercenary When this creature enters, search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle. This creature gets +1/+1 for each Desert you control. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Outcaster Greenblade 26 Creature -- Human Mercenary When this creature enters, search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle. This creature gets +1/+1 for each Desert you control. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overlord of the Hauntwoods 366 Enchantment Creature -- Avatar Horror Impending 4--{1}{G}{G} (If you cast this spell for its impending cost, it enters with four 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, create a tapped colorless land token named Everywhere that is every basic land type. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overlord of the Hauntwoods 3GG Enchantment Creature -- Avatar Horror Impending 4--$\{1\}\{G\}\{G\}$ (If you cast this spell for its impending cost, it enters with four 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, create a tapped colorless land token named Everywhere that is every basic land type. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overlord of the Hauntwoods 3GG Enchantment Creature -- Avatar Horror Impending 4--$\{1\}\{G\}\{G\}$ (If you cast this spell for its impending cost, it enters with four 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, create a tapped colorless land token named Everywhere that is every basic land type. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Repulsive Mutation XGU Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Repulsive Mutation XGU Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Restless Vinestalk Land This land enters tapped. $\{T\}$: Add $\{G\}$ or $\{U\}$. $\{3\}\{G\}\{U\}$: Until end of turn, this land becomes a 5/5 green and blue Plant creature with trample. It's still a land. Whenever this land attacks, up to one other target creature has base power and toughness 3/3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Restless Vinestalk Land This land enters tapped. $\{T\}$: Add $\{G\}$ or $\{U\}$. $\{3\}\{G\}\{U\}$: Until end of turn, this land becomes a 5/5 green and blue Plant creature with trample. It's still a land. Whenever this land attacks, up to one other target creature has base power and toughness 3/3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Restless Vinestalk Land This land enters tapped. $\{T\}$: Add $\{G\}$ or $\{U\}$. $\{3\}\{G\}\{U\}$: Until end of turn, this land becomes a 5/5 green and blue Plant creature with trample. It's still a land. Whenever this land attacks, up to one other target creature has base power and toughness 3/3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Restless Vinestalk Land This land enters tapped. $\{T\}$: Add $\{G\}$ or $\{U\}$. $\{3\}\{G\}\{U\}$: Until end of turn, this land becomes a 5/5 green and blue Plant creature with trample. It's still a land. Whenever this land attacks, up to one other target creature has base power and toughness 3/3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

2 G G G

Whenever you cast a creature spell,
choose one --

* Look at the top five 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.

* You gain 4 life.

5/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G G G

Whenever you cast a creature spell,
choose one --

* Look at the top five 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.

* You gain 4 life.

5/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G G U

Land creatures you control have flying.

Whenever a land you control enters, if you control seven or more lands, up to one target land you control becomes a 3/3 Elemental creature with haste. It's still a land.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G G U

Land creatures you control have flying.

Whenever a land you control enters, if you control seven or more lands, up to one target land you control becomes a 3/3 Elemental creature with haste. It's still a land.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

① ②

Return target nonland permanent to its owner's hand. If you control a Desert, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

[sidebar]

3 G G

Reach

As long as you control ten or more lands, creatures you control get +2/+2.

Whenever this creature or another creature you control with toughness greater than its power enters, look at the top card of your library. If it's a land card, you may put it onto the battlefield tapped. Otherwise, put it into your hand.

[sidebar]

4/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Card

[sidebar]

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

(Gain the next level as a sorcery to add its ability.)

When this Class enters, target creature you control deals damage equal to its power to target creature you don't control.

$\{1\}G$: Level 2

Whenever you attack, target attacking creature gets +1/+0 and gains trample until end of turn.

$\{3\}G$: Level 3

At the beginning of your end step, if you control a creature with power 4 or greater, draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 8/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Into the Flood Maw U Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Keen-Eyed Curator G G Creature -- Raccoon Scout As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample. {1}: Exile target card from a graveyard. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Keen-Eyed Curator G G Creature -- Raccoon Scout As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample. {1}: Exile target card from a graveyard. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Keen-Eyed Curator G G Creature -- Raccoon Scout As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample. {1}: Exile target card from a graveyard. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Keen-Eyed Curator G G Creature -- Raccoon Scout As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample. {1}: Exile target card from a graveyard. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overlord of the Hauntwoods 3 G G Enchantment Creature -- Avatar Horror Impending 4--{1}{G}{G} (If you cast this spell for its impending cost, it enters with four 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, create a tapped colorless land token named Everywhere that is every basic land type. [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scrapshooter 1 G G Creature -- Raccoon Archer Gift a card (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they draw a card.) Reach When this creature enters, if the gift was promised, destroy target artifact or enchantment an opponent controls. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scrapshooter 1 G G Creature -- Raccoon Archer Gift a card (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they draw a card.) Reach When this creature enters, if the gift was promised, destroy target artifact or enchantment an opponent controls. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scrapshooter 1 G G Creature -- Raccoon Archer Gift a card (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they draw a card.) Reach When this creature enters, if the gift was promised, destroy target artifact or enchantment an opponent controls. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sugar Coat 2 U Enchantment -- Aura Flash Enchant creature or Food Enchanted permanent is a colorless Food artifact with "{2}, {T}, Sacrifice this artifact: You gain 3 life" and loses all other card types and abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sugar Coat 2 U Enchantment -- Aura Flash Enchant creature or Food Enchanted permanent is a colorless Food artifact with "{2}, {T}, Sacrifice this artifact: You gain 3 life" and loses all other card types and abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
--	--	--	--