

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	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	Bristly Bill, Spine Sower (1)(G) Legendary Creature -- Plant Druid Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature. {3}{G}{G}: Double the number of +1/+1 counters on each creature you control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bristly Bill, Spine Sower (1)(G) Legendary Creature -- Plant Druid Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature. {3}{G}{G}: Double the number of +1/+1 counters on each creature you control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Colossal Rattlewurm (2)(G)(G) Creature -- Wurm Colossal Rattlewurm has flash as long as you control a Desert. Trample {1}{G}, Exile this card from your graveyard: Search your library for a Desert card, put it onto the battlefield tapped, then shuffle. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Colossal Rattlewurm (2)(G)(G) Creature -- Wurm Colossal Rattlewurm has flash as long as you control a Desert. Trample {1}{G}, Exile this card from your graveyard: Search your library for a Desert card, put it onto the battlefield tapped, then shuffle. 6/5 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. botbox.dev

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Desert's Due 1 B Instant Target creature gets -2/-2 until end of turn. It gets an additional -1/-1 until end of turn for each Desert you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Desert's Due 1 B Instant Target creature gets -2/-2 until end of turn. It gets an additional -1/-1 until end of turn for each Desert you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Desert's Due 1 B Instant Target creature gets -2/-2 until end of turn. It gets an additional -1/-1 until end of turn for each Desert you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Festering Gulch Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Forlorn Flats

Land - - Desert

This land enters tapped.
When this land enters, it deals 1
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{T}: Add {W} or {B}.

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When this land enters, it deals 1
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Freestrider Lookout (2)(G)

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

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Getaway Glamer

Instant

Spree (Choose one or more additional costs.)

- + {1} -- Exile target nontoken creature. Return it to the battlefield under its owner's control at the beginning of the next end step.
- + {2} -- Destroy target creature if no other creature has greater power.

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Getaway Glamer (W)

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Get Lost (1)(W) 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 PLAY botbox.dev	Goldvein Hydra (X)(G) Creature -- Hydra Vigilance, trample, haste This creature enters with X +1/+1 counters on it. When this creature dies, create a number of tapped Treasure tokens equal to its power. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goldvein Hydra (X)(G) Creature -- Hydra Vigilance, trample, haste This creature enters with X +1/+1 counters on it. When this creature dies, create a number of tapped Treasure tokens equal to its power. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Iridescent Vinelasher (B) Creature -- Lizard Assassin Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) Landfall -- Whenever a land you control enters, this creature deals 1 damage to target opponent. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Iridescent Vinelasher (B) Creature -- Lizard Assassin Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) Landfall -- Whenever a land you control enters, this creature deals 1 damage to target opponent. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Outcaster Greenblade (2)(G) 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 (2)(G) 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 PLAYbotbox.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 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
Sandstorm Verge Land -- Desert {T}: Add {C}. {3}, {T}: Target creature can't block this turn. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sandstorm Verge Land -- Desert {T}: Add {C}. {3}, {T}: Target creature can't block this turn. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spinewoods Armadillo 466 Creature -- Armadillo Reach Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) {1}{6}, Discard this card: Search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle. You gain 3 life. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spinewoods Armadillo 466 Creature -- Armadillo Reach Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) {1}{6}, Discard this card: Search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle. You gain 3 life. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Spinewoods Armadillo ④⑥⑥ Creature -- Armadillo Reach Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) {1}{6}, Discard this card: Search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle. You gain 3 life. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spinewoods Armadillo ④⑥⑥ Creature -- Armadillo Reach Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) {1}{6}, Discard this card: Search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle. You gain 3 life. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tear Asunder ①⑥ Instant Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.) Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tear Asunder ①⑥ Instant Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.) Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Assassin's Trophy ①⑥ Instant Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deep-Cavern Bat ①⑥ Creature -- Bat Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deep-Cavern Bat ①⑥ Creature -- Bat Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deep-Cavern Bat ①⑥ Creature -- Bat Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deep-Cavern Bat 1B Creature -- Bat Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Get Lost 1W 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 PLAY botbox.dev	Obstinate Baloth 2GG Creature -- Beast When this creature enters, you gain 4 life. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obstinate Baloth 2GG Creature -- Beast When this creature enters, you gain 4 life. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Season of Gathering 4GG Sorcery Choose up to five {P} worth of modes. You may choose the same mode more than once. {P} -- Put a +1/+1 counter on a creature you control. It gains vigilance and trample until end of turn. {P}{P} -- Choose artifact or enchantment. Destroy all permanents of the chosen type. {P}{P}{P} -- Draw cards equal to the greatest power among creatures you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tear Asunder 1G Instant Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.) Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tear Asunder 1G Instant Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.) Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temporary Lockdown 1WW Enchantment When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tinybones, the Pickpocket Legendary Creature -- Skeleton Rogue Deathtouch Whenever Tinybones deals combat damage to a player, you may cast target nonland permanent card from that player's graveyard, and mana of any type can be spent to cast that spell. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tinybones, the Pickpocket Legendary Creature -- Skeleton Rogue Deathtouch Whenever Tinybones deals combat damage to a player, you may cast target nonland permanent card from that player's graveyard, and mana of any type can be spent to cast that spell. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Virtue of Persistence Enchantment At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. [sideboard] --- ADVENTURE --- Lothwain Scorn Sorcery -- Adventure Target creature gets -3/-3 until end of turn. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	