

Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Extraordinary Journey (X)(X)(U)(U) Enchantment When this enchantment enters, exile up to X target creatures. For each of those cards, its owner may play it for as long as it remains exiled. Whenever one or more nontoken creatures enter, if one or more of them entered from exile or was cast from exile, you draw a card. This ability triggers only once each turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Extraordinary Journey (X)(X)(U)(U) Enchantment When this enchantment enters, exile up to X target creatures. For each of those cards, its owner may play it for as long as it remains exiled. Whenever one or more nontoken creatures enter, if one or more of them entered from exile or was cast from exile, you draw a card. This ability triggers only once each turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Ivy, Gleeful Spellthief Legendary Creature -- Faerie Rogue Flying Whenever a player casts a spell that targets only a single creature other than Ivy, you may copy that spell. The copy targets Ivy. (A copy of an Aura spell becomes a token.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ivy, Gleeful Spellthief Legendary Creature -- Faerie Rogue Flying Whenever a player casts a spell that targets only a single creature other than Ivy, you may copy that spell. The copy targets Ivy. (A copy of an Aura spell becomes a token.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ivy, Gleeful Spellthief Legendary Creature -- Faerie Rogue Flying Whenever a player casts a spell that targets only a single creature other than Ivy, you may copy that spell. The copy targets Ivy. (A copy of an Aura spell becomes a token.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ivy, Gleeful Spellthief Legendary Creature -- Faerie Rogue Flying Whenever a player casts a spell that targets only a single creature other than Ivy, you may copy that spell. The copy targets Ivy. (A copy of an Aura spell becomes a token.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Kellan, Inquisitive Prodigy Legendary Creature -- Human Faerie Detective Flying, vigilance Whenever Kellan attacks, destroy up to one target artifact. If you controlled that permanent, draw a card. 3/4 ----- ADVENTURE ----- Tail the Suspect Sorcery -- Adventure Investigate. You may play an additional land this turn. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kellan, Inquisitive Prodigy Legendary Creature -- Human Faerie Detective Flying, vigilance Whenever Kellan attacks, destroy up to one target artifact. If you controlled that permanent, draw a card. 3/4 ----- ADVENTURE ----- Tail the Suspect Sorcery -- Adventure Investigate. You may play an additional land this turn. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kellan, Inquisitive Prodigy Legendary Creature -- Human Faerie Detective Flying, vigilance Whenever Kellan attacks, destroy up to one target artifact. If you controlled that permanent, draw a card. 3/4 ----- ADVENTURE ----- Tail the Suspect Sorcery -- Adventure Investigate. You may play an additional land this turn. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kellan, Inquisitive Prodigy Legendary Creature -- Human Faerie Detective Flying, vigilance Whenever Kellan attacks, destroy up to one target artifact. If you controlled that permanent, draw a card. 3/4 ----- ADVENTURE ----- Tail the Suspect Sorcery -- Adventure Investigate. You may play an additional land this turn. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mocking Sprite 2 U Creature -- Faerie Rogue Flying Instant and sorcery spells you cast cost {1} less to cast. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mocking Sprite 2 U Creature -- Faerie Rogue Flying Instant and sorcery spells you cast cost {1} less to cast. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mocking Sprite 2 U Creature -- Faerie Rogue Flying Instant and sorcery spells you cast cost {1} less to cast. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mocking Sprite 2 U Creature -- Faerie Rogue Flying Instant and sorcery spells you cast cost {1} less to cast. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Overprotect 1 G Instant Target creature you control gets +3/+3 and gains trample, hexproof, and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overprotect 1 G Instant Target creature you control gets +3/+3 and gains trample, hexproof, and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overprotect 1 G Instant Target creature you control gets +3/+3 and gains trample, hexproof, and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overprotect 1 G Instant Target creature you control gets +3/+3 and gains trample, hexproof, and indestructible 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	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
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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Stutter (1U) Instant Counter target spell unless its controller pays {2} plus an additional {1} for each Faerie you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Stutter (1U) Instant Counter target spell unless its controller pays {2} plus an additional {1} for each Faerie you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Spell Sutter 1 U Instant Counter target spell unless its controller pays {2} plus an additional {1} for each Faerie you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Sutter 1 U Instant Counter target spell unless its controller pays {2} plus an additional {1} for each Faerie you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tyvar's Stand X G Instant Target creature you control gets +X/+X and gains hexproof and indestructible until end of turn. (It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tyvar's Stand X G Instant Target creature you control gets +X/+X and gains hexproof and indestructible until end of turn. (It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Tyvar's Stand X G Instant Target creature you control gets +X/+X and gains hexproof and indestructible until end of turn. (It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yavimaya Coast Land {T}: Add {C}. {T}: Add {G} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yavimaya Coast Land {T}: Add {C}. {T}: Add {G} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yavimaya Coast Land {T}: Add {C}. {T}: Add {G} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yavimaya Coast

Land

{T}: Add {C}.
{T}: Add {G} or {U}. This land deals
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zhalfirin Shapecraft ^①_U

Instant

Target creature has base power and toughness 4/3 until end of turn.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zhalfirin Shapecraft ^①_U

Instant

Target creature has base power and toughness 4/3 until end of turn.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zhalfirin Shapecraft ①U

Instant

Target creature has base power and toughness 4/3 until end of turn.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disdainful Stroke (1)(U)

Instant

Counter target spell with mana value 4 or greater.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disdainful Stroke (1)(U)

Instant

Counter target spell with mana value 4 or greater.

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Disdainful Stroke (1)(U)

Instant

Counter target spell with mana value 4 or greater.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Season of Gathering (4)(G)(G)

Sorcery	
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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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shore Up Instant Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. (It can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shore Up Instant Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. (It can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shore Up Instant Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. (It can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shore Up Instant Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. (It can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Silver Scrutiny Sorcery You may cast this spell as though it had flash if X is 3 or less. Draw X cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Silver Scrutiny Sorcery You may cast this spell as though it had flash if X is 3 or less. Draw X cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snaremaster Sprite Creature -- Faerie Wizard Flying When this creature enters, you may pay {2}. When you do, tap target creature an opponent controls and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snaremaster Sprite Creature -- Faerie Wizard Flying When this creature enters, you may pay {2}. When you do, tap target creature an opponent controls and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Snaremaster Sprite U Creature -- Faerie Wizard Flying When this creature enters, you may pay {2}. When you do, tap target creature an opponent controls and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Titania's Command 4GG Sorcery Choose two -- * Exile target player's graveyard. You gain 1 life for each card exiled this way. * Search your library for up to two land cards, put them onto the battlefield tapped, then shuffle. * Create two 2/2 green Bear creature tokens. * Put two +1/+1 counters on each creature you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Titania's Command 4GG Sorcery Choose two -- * Exile target player's graveyard. You gain 1 life for each card exiled this way. * Search your library for up to two land cards, put them onto the battlefield tapped, then shuffle. * Create two 2/2 green Bear creature tokens. * Put two +1/+1 counters on each creature you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	