

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	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	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	Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. 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	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

Canyon Crab 1 U Creature -- Crab {1}{U}: This creature gets +2/-2 until end of turn. At the beginning of your end step, if you haven't cast a spell from your hand this turn, draw a card, then discard a card. 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Canyon Crab 1 U Creature -- Crab {1}{U}: This creature gets +2/-2 until end of turn. At the beginning of your end step, if you haven't cast a spell from your hand this turn, draw a card, then discard a card. 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Canyon Crab 1 U Creature -- Crab {1}{U}: This creature gets +2/-2 until end of turn. At the beginning of your end step, if you haven't cast a spell from your hand this turn, draw a card, then discard a card. 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Canyon Crab 1 U Creature -- Crab {1}{U}: This creature gets +2/-2 until end of turn. At the beginning of your end step, if you haven't cast a spell from your hand this turn, draw a card, then discard a card. 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cruel Somnophage 1 B Creature -- Nightmare Cruel Somnophage's power and toughness are each equal to the number of creature cards in all graveyards. */* -----ADVENTURE----- Can't Wake Up 1 U Sorcery -- Adventure Target player mills four cards. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cruel Somnophage 1 B Creature -- Nightmare Cruel Somnophage's power and toughness are each equal to the number of creature cards in all graveyards. */* -----ADVENTURE----- Can't Wake Up 1 U Sorcery -- Adventure Target player mills four cards. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Darkslick Shores Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Darkslick Shores Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Dreamroot Cascade Land This land enters tapped unless you control two or more other lands. {T}: Add {G} or {U}. 3/2 ---- ADVENTURE ---- Tempt with Treats Instant -- Adventure Create a Food token. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gumdrop Poisoner Creature -- Human Warlock Lifelink When this creature enters, up to one target creature gets -X/-X until end of turn, where X is the amount of life you gained this turn. 3/2 ---- ADVENTURE ---- Tempt with Treats Instant -- Adventure Create a Food token. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gumdrop Poisoner Creature -- Human Warlock Lifelink When this creature enters, up to one target creature gets -X/-X until end of turn, where X is the amount of life you gained this turn. 3/2 ---- ADVENTURE ---- Tempt with Treats Instant -- Adventure Create a Food token. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gumdrop Poisoner Creature -- Human Warlock Lifelink When this creature enters, up to one target creature gets -X/-X until end of turn, where X is the amount of life you gained this turn. 3/2 ---- ADVENTURE ---- Tempt with Treats Instant -- Adventure Create a Food token. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Card

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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

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Creature -- Human Knight

Trample
When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.

3/2

Sorcery -- Adventure

You draw a card and you lose 1 life.
(Then exile this card. You may cast
the creature later from exile.)

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Sorcery -- Adventure

You draw a card and you lose 1 life.
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the creature later from exile.)

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3/2

Sorcery - - Adventure

You draw a card and you lose 1 life.
(Then exile this card. You may cast
the creature later from exile.)

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Legendary Land

{T}: Add {U}.
Channel -- {3}{U}, Discard this
card: Return target artifact,
creature, enchantment, or
planeswalker to its owner's hand.
This ability costs {1} less to
activate for each legendary creature
you control.

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Creature -- Human Druid

When this creature enters, add one mana of any color.

Whenever another creature you control with power 4 or greater enters, draw a card.

Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Outcaster Trailblazer (2)(G) Creature -- Human Druid When this creature enters, add one mana of any color. Whenever another creature you control with power 4 or greater enters, draw a card. Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Outcaster Trailblazer (2)(G) Creature -- Human Druid When this creature enters, add one mana of any color. Whenever another creature you control with power 4 or greater enters, draw a card. Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Outcaster Trailblazer (2)(G) Creature -- Human Druid When this creature enters, add one mana of any color. Whenever another creature you control with power 4 or greater enters, draw a card. Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Railway Brawler (3)(G)(G) Creature -- Rhino Warrior Reach, trample Whenever another creature you control enters, put X +1/+1 counters on it, where X is its power. Plot {3}{G} (You may pay {3}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Spellscorn Coven 3 B Creature -- Faerie Warlock Flying When this creature enters, each opponent discards a card. 2/3 ----- ADVENTURE ----- Take It Back 2 U Instant -- Adventure Return target spell to its owner's hand. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spellscorn Coven 3 B Creature -- Faerie Warlock Flying When this creature enters, each opponent discards a card. 2/3 ----- ADVENTURE ----- Take It Back 2 U Instant -- Adventure Return target spell to its owner's hand. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spellscorn Coven 3 B Creature -- Faerie Warlock Flying When this creature enters, each opponent discards a card. 2/3 ----- ADVENTURE ----- Take It Back 2 U Instant -- Adventure Return target spell to its owner's hand. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Takenuma, Abandoned Mire Legendary Land {T}: Add {B}. Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Undercity Sewers Land -- Island Swamp {T}: Add {U} 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	Underground Mortuary Land -- Swamp Forest {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	Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Virtue of Persistence 5 B B Enchantment At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. ----- ADVENTURE ----- Lothwain Scorn 1 B Sorcery -- Adventure Target creature gets -3/-3 until end of turn. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 B B

At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.

① ②

Target creature gets -3/-3 until end of turn. You gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

You may have this creature enter as a copy of a creature you control, except it's a Shapeshifter Rogue in addition to its other types.

Plot {2}{U} (You may pay {2}{U} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

You may have this creature enter as a copy of a creature you control, except it's a Shapeshifter Rogue in addition to its other types. Plot {2}{U} (You may pay {2}{U} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

2/2

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{T}: Add {C}.
{T}: Add {G} or {U}. This land deals
1 damage to you.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② B

As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B

As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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Choose one --
* Counter target spell with mana
value 2 or less.
* Counter target red or green spell
with mana value 6 or less.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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.

Change the Equation (1)(U) Instant Choose one -- * Counter target spell with mana value 2 or less. * Counter target red or green spell with mana value 6 or less. [sideboard]	Change the Equation (1)(U) Instant Choose one -- * Counter target spell with mana value 2 or less. * Counter target red or green spell with mana value 6 or less. [sideboard]	Disdainful Stroke (1)(U) Instant Counter target spell with mana value 4 or greater. [sideboard]	Disdainful Stroke (1)(U) Instant Counter target spell with mana value 4 or greater. [sideboard]
Disdainful Stroke (1)(U) Instant Counter target spell with mana value 4 or greater. [sideboard]	Essence Scatter (1)(U) Instant Counter target creature spell. [sideboard]	Essence Scatter (1)(U) Instant Counter target creature spell. [sideboard]	Fade from History (2)(G)(G) Sorcery Each player who controls an artifact or enchantment creates a 2/2 green Bear creature token. Then destroy all artifacts and enchantments. [sideboard]
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fade from History (2)(G)(G)

Sorcery

Each player who controls an artifact or enchantment creates a 2/2 green Bear creature token. Then destroy all artifacts and enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gix's Command (3)(B)(B)

Sorcery

Choose two --
* Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.
* Destroy each creature with power 2 or less.
* Return up to two creature cards from your graveyard to your hand.
* Each opponent sacrifices a creature with the greatest power among creatures they control.

[sideboard]

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Gix's Command (3)(B)(B)

Sorcery

Choose two --
* Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.
* Destroy each creature with power 2 or less.
* Return up to two creature cards from your graveyard to your hand.
* Each opponent sacrifices a creature with the greatest power among creatures they control.

[sideboard]

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