

Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aluren2GG Enchantment Any player may cast creature spells with mana value 3 or less without paying their mana costs and as though they had flash. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aluren2GG Enchantment Any player may cast creature spells with mana value 3 or less without paying their mana costs and as though they had flash. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aluren2GG Enchantment Any player may cast creature spells with mana value 3 or less without paying their mana costs and as though they had flash. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Aluren2GG Enchantment Any player may cast creature spells with mana value 3 or less without paying their mana costs and as though they had flash. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birds of ParadiseG Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birds of ParadiseG Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birds of ParadiseG Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Flying
{T}: Add one mana of any color.

0/1

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UB

Flying
When this creature enters, return a blue or black creature you control to its owner's hand.
Pay 1 life: Return this creature to its owner's hand.

2/1

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Flying
When this creature enters, return a blue or black creature you control to its owner's hand.
Pay 1 life: Return this creature to its owner's hand.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Whenever this land becomes tapped,
it deals 1 damage to you.
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$$(\{T\}: \text{Add } \{G\}.)$$

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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	Man-o'-War2U Creature -- Jellyfish When this creature enters, return target creature to its owner's hand. 2/2PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Man-o'-War2U Creature -- Jellyfish When this creature enters, return target creature to its owner's hand. 2/2PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Basic Land -- Plains

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Creature -- Bird

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Flying
Echo {2}{U} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)
When this creature enters, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.

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1/2

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1/2

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1/2

②③

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1/2

Land

{T}: Add one mana of any type that a land you control could produce.

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①GG

Creature -- Spike

This creature enters with two +1/+1 counters on it.
{2}, Remove a +1/+1 counter from this creature: Put a +1/+1 counter on target creature.
Remove a +1/+1 counter from this creature: You gain 2 life.

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0/0

Spike Feeder ①⑥⑥ Creature -- Spike This creature enters with two +1/+1 counters on it. {2}, Remove a +1/+1 counter from this creature: Put a +1/+1 counter on target creature. Remove a +1/+1 counter from this creature: You gain 2 life. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Squee, Goblin Nabob ②⑧ Legendary Creature -- Goblin At the beginning of your upkeep, you may return this card from your graveyard to your hand. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Survival of the Fittest ①⑥ Enchantment {G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Survival of the Fittest ①⑥ Enchantment {G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Sylvan Library 1 6 Enchantment At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sylvan Library 1 6 Enchantment At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Treva's Ruins 1 6 Land -- Lair When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand. {T}: Add {G}, {W}, or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Treva's Ruins 1 6 Land -- Lair When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand. {T}: Add {G}, {W}, or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Uktabi Orangutan 2 6 Creature -- Ape When this creature enters, destroy target artifact. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wall of Blossoms 1 6 Creature -- Plant Wall Defender When this creature enters, draw a card. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wall of Blossoms 1 6 Creature -- Plant Wall Defender When this creature enters, draw a card. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wall of Roots 1 6 Creature -- Plant Wall Defender Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn. 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Yavimaya Coast

Land

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Land

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Creature -- Drake

Flying
When this creature enters, exchange control of this creature and up to one target creature an opponent controls. If you don't or can't make an exchange, sacrifice this creature. This ability still resolves if its target becomes illegal.

[sideboard]

3/3

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U

Instant

Choose one --

- * Counter target spell if it's red.
- * Destroy target permanent if it's red.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Instant

Choose one --

- * Counter target spell if it's red.
- * Destroy target permanent if it's red.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Creature -- Human Monk Cleric

When this creature enters, return target enchantment card from your graveyard to your hand.

[sidebar]

2/2

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Monk Realist 1 W Creature -- Human Monk Cleric When this creature enters, destroy target enchantment. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Naturalize 1 G Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Naturalize 1 G Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ray of Revelation 1 W Instant Destroy target enchantment. Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Spike Feeder 1 G G Creature -- Spike This creature enters with two +1/+1 counters on it. {2}, Remove a +1/+1 counter from this creature: Put a +1/+1 counter on target creature. Remove a +1/+1 counter from this creature: You gain 2 life. [sideboard] 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tsabo's Web 2 Artifact When this artifact enters, draw a card. Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tsabo's Web 2 Artifact When this artifact enters, draw a card. Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Xantid Swarm 6 Creature -- Insect Flying Whenever this creature attacks, defending player can't cast spells this turn. [sideboard] 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Xantid Swarm 6 Creature -- Insect Flying Whenever this creature attacks, defending player can't cast spells this turn. [sideboard] 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	