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| <b>Clifftop Lookout</b> (2)(6)<br>Creature -- Frog Scout<br>Reach<br>When this creature enters, reveal cards from the top of your library until you reveal a land card. Put that card onto the battlefield tapped and the rest on the bottom of your library in a random order.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Clifftop Lookout</b> (2)(6)<br>Creature -- Frog Scout<br>Reach<br>When this creature enters, reveal cards from the top of your library until you reveal a land card. Put that card onto the battlefield tapped and the rest on the bottom of your library in a random order.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Clifftop Lookout</b> (2)(6)<br>Creature -- Frog Scout<br>Reach<br>When this creature enters, reveal cards from the top of your library until you reveal a land card. Put that card onto the battlefield tapped and the rest on the bottom of your library in a random order.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Clifftop Lookout</b> (2)(6)<br>Creature -- Frog Scout<br>Reach<br>When this creature enters, reveal cards from the top of your library until you reveal a land card. Put that card onto the battlefield tapped and the rest on the bottom of your library in a random order.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Craterhoof Behemoth</b> (5)(6)(6)(6)<br>Creature -- Beast<br>Haste<br>When this creature enters, creatures you control gain trample and get +X/+X until end of turn, where X is the number of creatures you control.<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                         | <b>Fierce Empath</b> (2)(6)<br>Creature -- Elf<br>When this creature enters, you may search your library for a creature card with mana value 6 or greater, reveal it, put it into your hand, then shuffle.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                      | <b>Fierce Empath</b> (2)(6)<br>Creature -- Elf<br>When this creature enters, you may search your library for a creature card with mana value 6 or greater, reveal it, put it into your hand, then shuffle.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                      | <b>Fierce Empath</b> (2)(6)<br>Creature -- Elf<br>When this creature enters, you may search your library for a creature card with mana value 6 or greater, reveal it, put it into your hand, then shuffle.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                      |

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| <div><div><div>Fierce Empath</div><div>26</div></div><div><div>Creature -- Elf</div><div>When this creature enters, you may search your library for a creature card with mana value 6 or greater, reveal it, put it into your hand, then shuffle.</div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                       | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Gossip's Talent</div> <div>Enchantment -- Class</div> <div>(Gain the next level as a sorcery to add its ability.)<br/>Whenever a creature you control enters, surveil 1.<br/>{1}{U}: Level 2<br/>Whenever you attack, target attacking creature with power 3 or less can't be blocked this turn.<br/>{3}{U}: Level 3<br/>Whenever a creature you control deals combat damage to a player, you may exile it, then return it to the battlefield under its owner's control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Gruff Triplets</div> <div>Creature -- Satyr Warrior</div> <div>Trample<br/>When this creature enters, if it isn't a token, create two tokens that are copies of it.<br/>When this creature dies, put a number of +1/+1 counters equal to its power on each creature you control named Gruff Triplets.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                          | <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                      |

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| <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                            | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                               | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                               | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                               |
| <div><div>Koma, World-Eater 3GGUU</div><div>Legendary Creature -- Serpent</div><div>This spell can't be countered. Trample, ward {4} Whenever Koma deals combat damage to a player, create four 3/3 blue Serpent creature tokens named Koma's Coil.</div><div>8/12</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Long River Lurker 2U</div><div>Creature -- Frog Scout</div><div>Ward {1} Other Frogs you control have ward {1}. When this creature enters, target creature you control can't be blocked this turn. Whenever that creature deals combat damage this turn, you may exile it. If you do, return it to the battlefield under its owner's control.</div><div>2/3</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Long River Lurker 2U</div><div>Creature -- Frog Scout</div><div>Ward {1} Other Frogs you control have ward {1}. When this creature enters, target creature you control can't be blocked this turn. Whenever that creature deals combat damage this turn, you may exile it. If you do, return it to the battlefield under its owner's control.</div><div>2/3</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Long River Lurker 2U</div><div>Creature -- Frog Scout</div><div>Ward {1} Other Frogs you control have ward {1}. When this creature enters, target creature you control can't be blocked this turn. Whenever that creature deals combat damage this turn, you may exile it. If you do, return it to the battlefield under its owner's control.</div><div>2/3</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Lush Oasis</div> <div>Land -- Desert</div> <div>This land enters tapped.<br/>When this land enters, it deals 1 damage to target opponent.<br/>{T}: Add {G} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>            | <div>Lush Oasis</div> <div>Land -- Desert</div> <div>This land enters tapped.<br/>When this land enters, it deals 1 damage to target opponent.<br/>{T}: Add {G} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>            | <div>Lush Oasis</div> <div>Land -- Desert</div> <div>This land enters tapped.<br/>When this land enters, it deals 1 damage to target opponent.<br/>{T}: Add {G} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Poison Dart Frog16</div> <div>Creature -- Frog</div> <div>Reach<br/>{T}: Add one mana of any color.<br/>{2}: This creature gains deathtouch until end of turn.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Poison Dart Frog16</div> <div>Creature -- Frog</div> <div>Reach<br/>{T}: Add one mana of any color.<br/>{2}: This creature gains deathtouch until end of turn.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Poison Dart Frog16</div> <div>Creature -- Frog</div> <div>Reach<br/>{T}: Add one mana of any color.<br/>{2}: This creature gains deathtouch until end of turn.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Pond Prophet6/116/11</div> <div>Creature -- Frog Advisor</div> <div>When this creature enters, draw a card.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                         | <div>Pond Prophet6/116/11</div> <div>Creature -- Frog Advisor</div> <div>When this creature enters, draw a card.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                    |

(G/U) (G/U)

When this creature enters, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(G/U) (G/U)

When this creature enters, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Choose two target creatures controlled by different players. Return those creatures to their owners' hands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## ①②

Choose two target creatures controlled by different players. Return those creatures to their owners' hands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G G

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

4 G G

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

4 G G

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

U

Exile target creature you control, then return it to the battlefield under its owner's control. If that creature is a Bird, Frog, Otter, or Rat, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Splash Portal</div><div>U</div><div>Sorcery</div><div>Exile target creature you control, then return it to the battlefield under its owner's control. If that creature is a Bird, Frog, Otter, or Rat, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                            | <div><div>Splash Portal</div><div>U</div><div>Sorcery</div><div>Exile target creature you control, then return it to the battlefield under its owner's control. If that creature is a Bird, Frog, Otter, or Rat, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                            | <div><div>Splash Portal</div><div>U</div><div>Sorcery</div><div>Exile target creature you control, then return it to the battlefield under its owner's control. If that creature is a Bird, Frog, Otter, or Rat, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                            | <div><div>Springbloom Druid</div><div>2G</div><div>Creature -- Elf Druid</div><div>When this creature enters, you may sacrifice a land. If you do, search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                    |
| <div><div>Springbloom Druid</div><div>2G</div><div>Creature -- Elf Druid</div><div>When this creature enters, you may sacrifice a land. If you do, search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Springbloom Druid</div><div>2G</div><div>Creature -- Elf Druid</div><div>When this creature enters, you may sacrifice a land. If you do, search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Springbloom Druid</div><div>2G</div><div>Creature -- Elf Druid</div><div>When this creature enters, you may sacrifice a land. If you do, search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Summon: Leviathan</div><div>4UU</div><div>Enchantment Creature -- Saga Leviathan</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- Return each creature that isn't a Kraken, Leviathan, Merfolk, Octopus, or Serpent to its owner's hand.<br/>II, III -- Until end of turn, whenever a Kraken, Leviathan, Merfolk, Octopus, or Serpent attacks, draw a card.<br/>Ward {2}</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Thornwood Falls</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {G} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                     | <div>Thornwood Falls</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {G} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                     | <div>Thornwood Falls</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {G} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                     | <div>Thornwood Falls</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {G} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                     |
| <div>Heritage Reclamation ①⑥</div> <div>Instant</div> <div>Choose one --<br/>* Destroy target artifact.<br/>* Destroy target enchantment.<br/>* Exile up to one target card from a graveyard. Draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Heritage Reclamation ①⑥</div> <div>Instant</div> <div>Choose one --<br/>* Destroy target artifact.<br/>* Destroy target enchantment.<br/>* Exile up to one target card from a graveyard. Draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Heritage Reclamation ①⑥</div> <div>Instant</div> <div>Choose one --<br/>* Destroy target artifact.<br/>* Destroy target enchantment.<br/>* Exile up to one target card from a graveyard. Draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Heritage Reclamation ①⑥</div> <div>Instant</div> <div>Choose one --<br/>* Destroy target artifact.<br/>* Destroy target enchantment.<br/>* Exile up to one target card from a graveyard. Draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Negate</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                           | <div><div><div>Negate</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                           | <div><div><div>Negate</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                           | <div><div><div>Negate</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                       |
| <div><div><div>Out of Air</div><div><div>2</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>This spell costs {2} less to cast if it targets a creature spell.<br/>Counter target spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Out of Air</div><div><div>2</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>This spell costs {2} less to cast if it targets a creature spell.<br/>Counter target spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Out of Air</div><div><div>2</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>This spell costs {2} less to cast if it targets a creature spell.<br/>Counter target spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Syncopate</div><div><div>X</div><div>U</div></div></div><div><div>Instant</div><div>Counter target spell unless its controller pays {X}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

**X U**

Counter target spell unless its controller pays {X}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Counter target spell unless its controller pays {X}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

ⓧ Ⓢ

Counter target spell unless its controller pays {X}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev