

Abundant Growth Enchantment -- Aura Enchant land When this Aura enters, draw a card. Enchanted land has "{T}": Add one mana of any color." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abundant Growth Enchantment -- Aura Enchant land When this Aura enters, draw a card. Enchanted land has "{T}": Add one mana of any color." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abundant Growth Enchantment -- Aura Enchant land When this Aura enters, draw a card. Enchanted land has "{T}": Add one mana of any color." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abundant Growth Enchantment -- Aura Enchant land When this Aura enters, draw a card. Enchanted land has "{T}": Add one mana of any color." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Battle of Wits Enchantment At the beginning of your upkeep, if you have 200 or more cards in your library, you win the game. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Battle of Wits Enchantment At the beginning of your upkeep, if you have 200 or more cards in your library, you win the game. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Battle of Wits Enchantment At the beginning of your upkeep, if you have 200 or more cards in your library, you win the game. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Battle of Wits Enchantment At the beginning of your upkeep, if you have 200 or more cards in your library, you win the game. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bonfire of the Damned (X)(X)(R) Sorcery Bonfire of the Damned deals X damage to target player or planeswalker and each creature that player or that planeswalker's controller controls. Miracle {X}{R} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bonfire of the Damned (X)(X)(R) Sorcery Bonfire of the Damned deals X damage to target player or planeswalker and each creature that player or that planeswalker's controller controls. Miracle {X}{R} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bonfire of the Damned (X)(X)(R) Sorcery Bonfire of the Damned deals X damage to target player or planeswalker and each creature that player or that planeswalker's controller controls. Miracle {X}{R} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bonfire of the Damned (X)(X)(R) Sorcery Bonfire of the Damned deals X damage to target player or planeswalker and each creature that player or that planeswalker's controller controls. Miracle {X}{R} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Borderland Ranger (2)(G) Creature -- Human Scout Ranger When this creature enters, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Borderland Ranger (2)(G) Creature -- Human Scout Ranger When this creature enters, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Borderland Ranger (2)(G) Creature -- Human Scout Ranger When this creature enters, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Borderland Ranger (2)(G) Creature -- Human Scout Ranger When this creature enters, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Call of the Herd 26 Sorcery Create a 3/3 green Elephant creature token. Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Call of the Herd 26 Sorcery Create a 3/3 green Elephant creature token. Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Call of the Herd 26 Sorcery Create a 3/3 green Elephant creature token. Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Call of the Herd 26 Sorcery Create a 3/3 green Elephant creature token. Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Chandra, Pyromaster 2RR Legendary Planeswalker -- Chandra [+1]: Chandra deals 1 damage to target player or planeswalker and 1 damage to up to one target creature that player or that planeswalker's controller controls. That creature can't block this turn. [0]: Exile the top card of your library. You may play it this turn. [-7]: Exile the top ten cards of your library. Choose an instant or sorcery card exiled this way and copy it three times. You may cast the copies without paying their mana costs. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chandra, Pyromaster 2RR Legendary Planeswalker -- Chandra [+1]: Chandra deals 1 damage to target player or planeswalker and 1 damage to up to one target creature that player or that planeswalker's controller controls. That creature can't block this turn. [0]: Exile the top card of your library. You may play it this turn. [-7]: Exile the top ten cards of your library. Choose an instant or sorcery card exiled this way and copy it three times. You may cast the copies without paying their mana costs. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chandra, Pyromaster 2RR Legendary Planeswalker -- Chandra [+1]: Chandra deals 1 damage to target player or planeswalker and 1 damage to up to one target creature that player or that planeswalker's controller controls. That creature can't block this turn. [0]: Exile the top card of your library. You may play it this turn. [-7]: Exile the top ten cards of your library. Choose an instant or sorcery card exiled this way and copy it three times. You may cast the copies without paying their mana costs. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chandra, Pyromaster 2RR Legendary Planeswalker -- Chandra [+1]: Chandra deals 1 damage to target player or planeswalker and 1 damage to up to one target creature that player or that planeswalker's controller controls. That creature can't block this turn. [0]: Exile the top card of your library. You may play it this turn. [-7]: Exile the top ten cards of your library. Choose an instant or sorcery card exiled this way and copy it three times. You may cast the copies without paying their mana costs. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Concentrate 2UU Sorcery Draw three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Concentrate 2UU Sorcery Draw three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Concentrate 2UU Sorcery Draw three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Concentrate 2UU Sorcery Draw three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Darkwater Catacombs Land {1}, {T}: Add {U}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Darkwater Catacombs Land {1}, {T}: Add {U}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Darkwater Catacombs Land {1}, {T}: Add {U}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Darkwater Catacombs Land {1}, {T}: Add {U}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Diabolic Intent 1 B Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diabolic Intent 1 B Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diabolic Intent 1 B Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diabolic Intent 1 B Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Diabolic Tutor 2 B B Sorcery Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diabolic Tutor 2 B B Sorcery Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diabolic Tutor 2 B B Sorcery Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diabolic Tutor 2 B B Sorcery Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Diligent Farmhand G Creature -- Human Druid {1}{G}, Sacrifice this creature: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. If this card is in a graveyard, effects from spells named Muscle Burst count it as a card named Muscle Burst. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diligent Farmhand G Creature -- Human Druid {1}{G}, Sacrifice this creature: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. If this card is in a graveyard, effects from spells named Muscle Burst count it as a card named Muscle Burst. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diligent Farmhand G Creature -- Human Druid {1}{G}, Sacrifice this creature: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. If this card is in a graveyard, effects from spells named Muscle Burst count it as a card named Muscle Burst. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diligent Farmhand G Creature -- Human Druid {1}{G}, Sacrifice this creature: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. If this card is in a graveyard, effects from spells named Muscle Burst count it as a card named Muscle Burst. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Firebolt R Sorcery Firebolt deals 2 damage to any target. Flashback {4}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Firebolt R Sorcery Firebolt deals 2 damage to any target. Flashback {4}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Firebolt R Sorcery Firebolt deals 2 damage to any target. Flashback {4}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Firebolt R Sorcery Firebolt deals 2 damage to any target. Flashback {4}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Flametongue Kavv 3R Creature -- Kavv When this creature enters, it deals 4 damage to target creature. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flametongue Kavv 3R Creature -- Kavv When this creature enters, it deals 4 damage to target creature. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flametongue Kavv 3R Creature -- Kavv When this creature enters, it deals 4 damage to target creature. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flametongue Kavv 3R Creature -- Kavv When this creature enters, it deals 4 damage to target creature. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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	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
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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	Gemstone Mine Land This land enters with three mining counters on it. {T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gemstone Mine Land This land enters with three mining counters on it. {T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Gemstone Mine Land This land enters with three mining counters on it. {T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gemstone Mine Land This land enters with three mining counters on it. {T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ghastly Demise Instant Destroy target nonblack creature if its toughness is less than or equal to the number of cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ghastly Demise Instant Destroy target nonblack creature if its toughness is less than or equal to the number of cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ghastly Demise Instant Destroy target nonblack creature if its toughness is less than or equal to the number of cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ghastly Demise Instant Destroy target nonblack creature if its toughness is less than or equal to the number of cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Rabblemaster Creature -- Goblin Warrior Other Goblin creatures you control attack each combat if able. At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste. Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Rabblemaster Creature -- Goblin Warrior Other Goblin creatures you control attack each combat if able. At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste. Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Goblin Rabblemaster 2 R Creature -- Goblin Warrior Other Goblin creatures you control attack each combat if able. At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste. Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Rabblemaster 2 R Creature -- Goblin Warrior Other Goblin creatures you control attack each combat if able. At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste. Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ground Seal 1 G Enchantment When this enchantment enters, draw a card. Cards in graveyards can't be the targets of spells or abilities. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ground Seal 1 G Enchantment When this enchantment enters, draw a card. Cards in graveyards can't be the targets of spells or abilities. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Strike1R Instant Lightning Strike deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Strike1R Instant Lightning Strike deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Strike1R Instant Lightning Strike deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Lightning Strike deals 3 damage to any target.

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3 B B

```
[+1]: Target player discards a card.
[-2]: Search your library for a
card, then shuffle and put that card
on top.
[-8]: Put all creature cards from
all graveyards onto the battlefield
under your control.
```

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

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3 B B

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```

L 5

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

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{T}: Add {B} or {G}. This land deals
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{T}: Add {C}.
{T}: Add {B} or {G}. This land deals
1 damage to you.
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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 PLAYbotbox.dev	Mind Stone Artifact {T}: Add {C}. {1}, {T}, Sacrifice this artifact: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mind Stone Artifact {T}: Add {C}. {1}, {T}, Sacrifice this artifact: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mind Stone Artifact {T}: Add {C}. {1}, {T}, Sacrifice this artifact: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mind Stone Artifact {T}: Add {C}. {1}, {T}, Sacrifice this artifact: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Moment's Peace Instant Prevent all combat damage that would be dealt this turn. Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Moment's Peace Instant Prevent all combat damage that would be dealt this turn. Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mossfire Valley Land {1}, {T}: Add {R}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Peek Instant Look at target player's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Peek Instant Look at target player's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Peek Instant Look at target player's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reclamation Sage Creature -- Elf Shaman When this creature enters, you may destroy target artifact or enchantment. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Reclamation Sage Creature -- Elf Shaman When this creature enters, you may destroy target artifact or enchantment. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reclamation Sage Creature -- Elf Shaman When this creature enters, you may destroy target artifact or enchantment. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reclamation Sage Creature -- Elf Shaman When this creature enters, you may destroy target artifact or enchantment. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Satyr Wayfinder Creature -- Satyr When this creature enters, reveal the top four cards of your library. You may put a land card from among them into your hand. Put the rest into your graveyard. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Satyr Wayfinder 16 Creature -- Satyr When this creature enters, reveal the top four cards of your library. You may put a land card from among them into your hand. Put the rest into your graveyard. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Satyr Wayfinder 16 Creature -- Satyr When this creature enters, reveal the top four cards of your library. You may put a land card from among them into your hand. Put the rest into your graveyard. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Satyr Wayfinder 16 Creature -- Satyr When this creature enters, reveal the top four cards of your library. You may put a land card from among them into your hand. Put the rest into your graveyard. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shadowblood Ridge Land {1}, {T}: Add {B}{R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Shadowblood Ridge Land {1}, {T}: Add {B}{R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shadowblood Ridge Land {1}, {T}: Add {B}{R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shadowblood Ridge Land {1}, {T}: Add {B}{R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shadowmage Infiltrator 1UB Creature -- Human Wizard Fear (This creature can't be blocked except by artifact creatures and/or black creatures.) Whenever this creature deals combat damage to a player, you may draw a card. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Shadowmage Infiltrator 1UB Creature -- Human Wizard Fear (This creature can't be blocked except by artifact creatures and/or black creatures.) Whenever this creature deals combat damage to a player, you may draw a card. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shadowmage Infiltrator 1UB Creature -- Human Wizard Fear (This creature can't be blocked except by artifact creatures and/or black creatures.) Whenever this creature deals combat damage to a player, you may draw a card. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shadowmage Infiltrator 1UB Creature -- Human Wizard Fear (This creature can't be blocked except by artifact creatures and/or black creatures.) Whenever this creature deals combat damage to a player, you may draw a card. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sign in Blood BB Sorcery Target player draws two cards and loses 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sign in Blood B B Sorcery Target player draws two cards and loses 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sign in Blood B B Sorcery Target player draws two cards and loses 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sign in Blood B B Sorcery Target player draws two cards and loses 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skeletal Scrying X B Instant As an additional cost to cast this spell, exile X cards from your graveyard. You draw X cards and you lose X life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Skeletal Scrying X B Instant As an additional cost to cast this spell, exile X cards from your graveyard. You draw X cards and you lose X life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skeletal Scrying X B Instant As an additional cost to cast this spell, exile X cards from your graveyard. You draw X cards and you lose X life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skeletal Scrying X B Instant As an additional cost to cast this spell, exile X cards from your graveyard. You draw X cards and you lose X life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Syncopate Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Exile the top card of your library. You may put that card into your hand unless it has the same name as another card exiled this way. Repeat this process until you put a card into your hand or you exile two cards with the same name, whichever comes first.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Exile the top card of your library. You may put that card into your hand unless it has the same name as another card exiled this way. Repeat this process until you put a card into your hand or you exile two cards with the same name, whichever comes first.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Exile the top card of your library. You may put that card into your hand unless it has the same name as another card exiled this way. Repeat this process until you put a card into your hand or you exile two cards with the same name, whichever comes first.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Exile the top card of your library. You may put that card into your hand unless it has the same name as another card exiled this way. Repeat this process until you put a card into your hand or you exile two cards with the same name, whichever comes first.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

[+1]: Tap target permanent. It doesn't untap during its controller's next untap step.
[-2]: Draw a card for each tapped creature target player controls.
[-8]: You get an emblem with "You have no maximum hand size" and "Whenever a card is put into your graveyard from anywhere, you may return it to your hand."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

L 4

Tamiyo, the Moon Sage ③④⑤ Legendary Planeswalker -- Tamiyo [+1]: Tap target permanent. It doesn't untap during its controller's next untap step. [-2]: Draw a card for each tapped creature target player controls. [-8]: You get an emblem with "You have no maximum hand size" and "Whenever a card is put into your graveyard from anywhere, you may return it to your hand." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tamiyo, the Moon Sage ③④⑤ Legendary Planeswalker -- Tamiyo [+1]: Tap target permanent. It doesn't untap during its controller's next untap step. [-2]: Draw a card for each tapped creature target player controls. [-8]: You get an emblem with "You have no maximum hand size" and "Whenever a card is put into your graveyard from anywhere, you may return it to your hand." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tamiyo, the Moon Sage ③④⑤ Legendary Planeswalker -- Tamiyo [+1]: Tap target permanent. It doesn't untap during its controller's next untap step. [-2]: Draw a card for each tapped creature target player controls. [-8]: You get an emblem with "You have no maximum hand size" and "Whenever a card is put into your graveyard from anywhere, you may return it to your hand." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tarnished Citadel Land {T}: Add {C}. {T}: Add one mana of any color. This land deals 3 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Tarnished Citadel Land {T}: Add {C}. {T}: Add one mana of any color. This land deals 3 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tarnished Citadel Land {T}: Add {C}. {T}: Add one mana of any color. This land deals 3 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tarnished Citadel Land {T}: Add {C}. {T}: Add one mana of any color. This land deals 3 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tendo Ice Bridge Land This land enters with a charge counter on it. {T}: Add {C}. {T}, Remove a charge counter from this land: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tendo Ice Bridge Land This land enters with a charge counter on it. {T}: Add {C}. {T}, Remove a charge counter from this land: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tendo Ice Bridge Land This land enters with a charge counter on it. {T}: Add {C}. {T}, Remove a charge counter from this land: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tendo Ice Bridge Land This land enters with a charge counter on it. {T}: Add {C}. {T}, Remove a charge counter from this land: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Terminate Instant Destroy target creature. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Terminate Instant Destroy target creature. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Terminate Instant Destroy target creature. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Terminate Instant Destroy target creature. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Umezawa's Jitte Legendary Artifact -- Equipment Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte. Remove a charge counter from Umezawa's Jitte: Choose one -- * Equipped creature gets +2/+2 until end of turn. * Target creature gets -1/-1 until end of turn. * You gain 2 life. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Umezawa's Jitte② Legendary Artifact -- Equipment Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte. Remove a charge counter from Umezawa's Jitte: Choose one -- * Equipped creature gets +2/+2 until end of turn. * Target creature gets -1/-1 until end of turn. * You gain 2 life. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Umezawa's Jitte② Legendary Artifact -- Equipment Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte. Remove a charge counter from Umezawa's Jitte: Choose one -- * Equipped creature gets +2/+2 until end of turn. * Target creature gets -1/-1 until end of turn. * You gain 2 life. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Umezawa's Jitte② Legendary Artifact -- Equipment Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte. Remove a charge counter from Umezawa's Jitte: Choose one -- * Equipped creature gets +2/+2 until end of turn. * Target creature gets -1/-1 until end of turn. * You gain 2 life. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urborg, Tomb of Yawgmoth Legendary Land Each land is a Swamp in addition to its other land types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Urborg, Tomb of Yawgmoth Legendary Land Each land is a Swamp in addition to its other land types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urborg, Tomb of Yawgmoth Legendary Land Each land is a Swamp in addition to its other land types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urborg, Tomb of Yawgmoth Legendary Land Each land is a Swamp in addition to its other land types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Verdant Haven②⑥ Enchantment -- Aura Enchant land When this Aura enters, you gain 2 life. Whenever enchanted land is tapped for mana, its controller adds an additional one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Verdant Haven

2 G

Enchantment -- Aura

Enchant land
When this Aura enters, you gain 2
life.
Whenever enchanted land is tapped
for mana, its controller adds an
additional one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Verdant Haven

②⑥

Enchantment -- Aura

Enchant land
When this Aura enters, you gain 2 life.
Whenever enchanted land is tapped for mana, its controller adds an additional one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Verdant Haven

2G

Enchantment -- Aura

Enchant land
When this Aura enters, you gain 2 life.
Whenever enchanted land is tapped for mana, its controller adds an additional one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vessel of Endless Rest ③

③

Artifact

When this artifact enters, put target card from a graveyard on the bottom of its owner's library.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vessel of Endless Rest ③

③

Artifact

When this artifact enters, put target card from a graveyard on the bottom of its owner's library.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vessel of Endless Rest ③

③

Artifact

When this artifact enters, put target card from a graveyard on the bottom of its owner's library.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vessel of Endless Rest ③

③

Artifact

When this artifact enters, put target card from a graveyard on the bottom of its owner's library.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Veteran Explorer

G

Creature -- Human Soldier Scout

When this creature dies, each player may search their library for up to two basic land cards, put them onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/1

G

When this creature dies, each player may search their library for up to two basic land cards, put them onto the battlefield, then shuffle.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

When this creature dies, each player may search their library for up to two basic land cards, put them onto the battlefield, then shuffle.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

When this creature dies, each player may search their library for up to two basic land cards, put them onto the battlefield, then shuffle.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

{T}: Add {G}.
Threshold -- This creature gets +3/+3 as long as there are seven or more cards in your graveyard.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

{T}: Add {G}.
Threshold -- This creature gets +3/+3 as long as there are seven or more cards in your graveyard.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

{T}: Add {G}.
Threshold -- This creature gets +3/+3 as long as there are seven or more cards in your graveyard.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

{T}: Add {G}.
Threshold -- This creature gets +3/+3 as long as there are seven or more cards in your graveyard.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3GG

Soulbond (You may pair this creature with another unpaired creature when either enters. They remain paired for as long as you control both of them.)

As long as this creature is paired with another creature, each of those creatures gets +4/+4.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wolfir Silverheart 3 G G Creature -- Wolf Warrior Soulbond (You may pair this creature with another unpaired creature when either enters. They remain paired for as long as you control both of them.) As long as this creature is paired with another creature, each of those creatures gets +4/+4. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wolfir Silverheart 3 G G Creature -- Wolf Warrior Soulbond (You may pair this creature with another unpaired creature when either enters. They remain paired for as long as you control both of them.) As long as this creature is paired with another creature, each of those creatures gets +4/+4. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wolfir Silverheart 3 G G Creature -- Wolf Warrior Soulbond (You may pair this creature with another unpaired creature when either enters. They remain paired for as long as you control both of them.) As long as this creature is paired with another creature, each of those creatures gets +4/+4. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Yavimaya Coast Land {T}: Add {C}. {T}: Add {G} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Yavimaya Coast Land {T}: Add {C}. {T}: Add {G} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Yavimaya Coast Land {T}: Add {C}. {T}: Add {G} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Yavimaya Coast Land {T}: Add {C}. {T}: Add {G} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zealous Conscripts 4 R Creature -- Human Warrior Haste When this creature enters, gain control of target permanent until end of turn. Untap that permanent. It gains haste until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Coffin Purge B Instant Exile target card from a graveyard. Flashback {B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Coffin Purge B Instant Exile target card from a graveyard. Flashback {B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Coffin Purge B Instant Exile target card from a graveyard. Flashback {B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Coffin Purge B Instant Exile target card from a graveyard. Flashback {B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Gainsay 1U Instant Counter target blue spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gainsay 1U Instant Counter target blue spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gainsay 1U Instant Counter target blue spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gainsay 1U Instant Counter target blue spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hornet Nest 26 Creature -- Insect Defender (This creature can't attack.) Whenever this creature is dealt damage, create that many 1/1 green Insect creature tokens with flying and deathtouch. (Any amount of damage a creature with deathtouch deals to a creature is enough to destroy it.) [sideboard] 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Persuasion 3UU Enchantment -- Aura Enchant creature (Target a creature as you cast this. This card enters attached to that creature.) You control enchanted creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stain the Mind 4B Sorcery Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Choose a nonland card name. Search target player's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tormod's Crypt 9 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Tormod's Crypt 9 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tormod's Crypt 9 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tormod's Crypt 9 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	