

## Basking Broodscale ①Ⓔ

Creature -- Eldrazi Lizard

Devoid (this card has no color.)  
{1}{6}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)  
Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

2/2

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## Bleachbone Verge

Land

{T}: Add {B}.  
{T}: Add {W}. Activate only if you control a Plains or a Swamp.

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| <b>Boseiju, Who Endures</b><br><hr/> Legendary Land<br><hr/> {T}: Add {G}.<br>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. | <b>Castle Ardenvale</b><br><hr/> Land<br><hr/> This land enters tapped unless you control a Plains.<br>{T}: Add {W}.<br>{2}{W}{W}, {T}: Create a 1/1 white Human creature token.                                                                       | <b>Collected Company</b> ③⑥<br><hr/> Instant<br><hr/> Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.                                                                                                                                                                                       | <b>Collected Company</b> ③⑥<br><hr/> Instant<br><hr/> Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.                                                                                                                                                                                       |
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| 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                                                                                                                                                                                                                                                                                                                                                                                        |

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| <div>Godless Shrine</div> <div></div> <div>Land -- Plains Swamp</div> <div>({T}: Add {W} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                             | <div>Godless Shrine</div> <div></div> <div>Land -- Plains Swamp</div> <div>({T}: Add {W} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                             | <div>Godless Shrine</div> <div></div> <div>Land -- Plains Swamp</div> <div>({T}: Add {W} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                              | <div>Godless Shrine</div> <div></div> <div>Land -- Plains Swamp</div> <div>({T}: Add {W} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                              |

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| <b>Guide of Souls</b> <span>W</span><br><hr/> Creature -- Human Cleric<br><hr/> Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types.<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Guide of Souls</b> <span>W</span><br><hr/> Creature -- Human Cleric<br><hr/> Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types.<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Guide of Souls</b> <span>W</span><br><hr/> Creature -- Human Cleric<br><hr/> Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types.<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Guide of Souls</b> <span>W</span><br><hr/> Creature -- Human Cleric<br><hr/> Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types.<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Heliod, Sun-Crowned</b> <span>2W</span><br><hr/> Legendary Enchantment Creature -- God<br><hr/> Indestructible<br>As long as your devotion to white is less than five, Heliod isn't a creature.<br>Whenever you gain life, put a +1/+1 counter on target creature or enchantment you control.<br>{1}{W}: Another target creature gains lifelink until end of turn.<br><div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Heliod, Sun-Crowned</b> <span>2W</span><br><hr/> Legendary Enchantment Creature -- God<br><hr/> Indestructible<br>As long as your devotion to white is less than five, Heliod isn't a creature.<br>Whenever you gain life, put a +1/+1 counter on target creature or enchantment you control.<br>{1}{W}: Another target creature gains lifelink until end of turn.<br><div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Heliod, Sun-Crowned</b> <span>2W</span><br><hr/> Legendary Enchantment Creature -- God<br><hr/> Indestructible<br>As long as your devotion to white is less than five, Heliod isn't a creature.<br>Whenever you gain life, put a +1/+1 counter on target creature or enchantment you control.<br>{1}{W}: Another target creature gains lifelink until end of turn.<br><div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Hushwood Verge</b><br><hr/> Land<br><hr/> {T}: Add {G}.<br>{T}: Add {W}. Activate only if you control a Forest or a Plains.<br><div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                           |

Playtest cards - hariiro - Historic (Holiday Night Magic)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

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.

sheet 4/10 - 8 cards - 2.5 x 3.5 in each

## Land

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Creature -- Cat

First strike, lifelink  
Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)  
At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it.

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Swamp Forest

As this land enters, you may pay 2 life. If you don't, it enters tapped.

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| <p><b>Overgrown Tomb</b></p> <p>Land -- Swamp Forest</p> <p>{T}: Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                              | <p><b>Overgrown Tomb</b></p> <p>Land -- Swamp Forest</p> <p>{T}: Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                              | <p><b>Overgrown Tomb</b></p> <p>Land -- Swamp Forest</p> <p>{T}: Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                              | <p><b>Persistent Petitioners 1U</b></p> <p>Creature -- Human Advisor</p> <p>{1}, {T}: Target player mills a card. (They put the top card of their library into their graveyard.) Tap four untapped Advisors you control: Target player mills twelve cards.<br/>A deck can have any number of cards named Persistent Petitioners.</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                  | <div>Rosie Cotton of South Lane 2W</div> <div>Legendary Creature -- Halfling Peasant</div> <div>When Rosie Cotton enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>Whenever you create a token, put a +1/+1 counter on target creature you control other than Rosie Cotton.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>         | <div>Rosie Cotton of South Lane 2W</div> <div>Legendary Creature -- Halfling Peasant</div> <div>When Rosie Cotton enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>Whenever you create a token, put a +1/+1 counter on target creature you control other than Rosie Cotton.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>         | <div>Rosie Cotton of South Lane 2W</div> <div>Legendary Creature -- Halfling Peasant</div> <div>When Rosie Cotton enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>Whenever you create a token, put a +1/+1 counter on target creature you control other than Rosie Cotton.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>         |
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## Temple Garden

Land -- Forest Plains

( $\{T\}$ : Add  $\{G\}$  or  $\{W\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Instant

Escalate {2} (Pay this cost for each mode chosen beyond the first.)  
Choose one or more --

- \* Target player gains 4 life.
- \* Untap up to two target creatures.
- \* Target opponent sacrifices an attacking creature of their choice.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Instant

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Choose one or more --

- \* Target player gains 4 life.
- \* Untap up to two target creatures.
- \* Target opponent sacrifices an attacking creature of their choice.

[sideboard]

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W

## Enchantment

Each player can't cast more than one noncreature spell each turn.

[sidebar]

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① B

Creature -- Human Knight

Menace (This creature can't be blocked except by two or more creatures.)  
Your opponents can't gain life.  
{1}{B}: This creature gets +1/+1 until end of turn.

[sideboard]

2/2

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