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| <div>Analyze the Pollen</div> <div>6</div> <div>Sorcery</div> <div>As an additional cost to cast this spell, you may collect evidence 8. (Exile cards with total mana value 8 or greater from your graveyard.) Search your library for a basic land card. If evidence was collected, instead search your library for a creature or land card. Reveal that card, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Analyze the Pollen</div> <div>6</div> <div>Sorcery</div> <div>As an additional cost to cast this spell, you may collect evidence 8. (Exile cards with total mana value 8 or greater from your graveyard.) Search your library for a basic land card. If evidence was collected, instead search your library for a creature or land card. Reveal that card, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Botanical Sanctum</div> <div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                   | <div>Botanical Sanctum</div> <div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                   |
| <div>Botanical Sanctum</div> <div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                              | <div>Botanical Sanctum</div> <div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                              | <div>Bushwhack</div> <div>6</div> <div>Sorcery</div> <div>Choose one --<br/>* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.<br/>* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Bushwhack</div> <div>6</div> <div>Sorcery</div> <div>Choose one --<br/>* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.<br/>* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div><div><div><div></div><div><b>Bushwhack</b></div><div>⑥</div></div></div><div>Sorcery</div><div>Choose one --<br/>* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.<br/>* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                              | <div><div><div><div><div><div></div><div><b>Bushwhack</b></div><div>⑥</div></div></div><div>Sorcery</div><div>Choose one --<br/>* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.<br/>* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                              | <div><div><div><div><div><div></div><div><b>Cache Grab</b></div><div>①⑥</div></div></div><div>Instant</div><div>Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Cache Grab</b></div><div>①⑥</div></div></div><div>Instant</div><div>Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div><div><div><div></div><div><b>Cache Grab</b></div><div>①⑥</div></div></div><div>Instant</div><div>Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Cache Grab</b></div><div>①⑥</div></div></div><div>Instant</div><div>Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Eddymurk Crab</b></div><div>⑤④④</div></div></div><div>Creature -- Elemental Crab</div><div>Flash<br/>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.<br/>This creature enters tapped if it's not your turn.<br/>When this creature enters, tap up to two target creatures.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                              | <div><div><div><div><div><div></div><div><b>Eddymurk Crab</b></div><div>⑤④④</div></div></div><div>Creature -- Elemental Crab</div><div>Flash<br/>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.<br/>This creature enters tapped if it's not your turn.<br/>When this creature enters, tap up to two target creatures.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                              |

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| <div><div>Eddymurk Crab</div><div><div>5</div><div>U</div><div>U</div></div><div>Creature -- Elemental Crab</div><div>Flash<br/>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.<br/>This creature enters tapped if it's not your turn.<br/>When this creature enters, tap up to two target creatures.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Eddymurk Crab</div><div><div>5</div><div>U</div><div>U</div></div><div>Creature -- Elemental Crab</div><div>Flash<br/>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.<br/>This creature enters tapped if it's not your turn.<br/>When this creature enters, tap up to two target creatures.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ephara's Dispersal</div><div><div>2</div><div>U</div></div><div>Instant</div><div>This spell costs {2} less to cast if it targets an attacking creature.<br/>Return target creature to its owner's hand. Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ephara's Dispersal</div><div><div>2</div><div>U</div></div><div>Instant</div><div>This spell costs {2} less to cast if it targets an attacking creature.<br/>Return target creature to its owner's hand. Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                    | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                    | <div><div>Hedge Maze</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                           | <div><div>Hedge Maze</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                           |

## Hedge Maze

Land -- Forest Island

(**{T}**: Add **{G}** or **{U}**.)  
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.)

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## Hedge Maze

Land -- Forest Island

(**{T}**: Add **{G}** or **{U}**.)  
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.)

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## Heritage Reclamation ①Ⓔ

Instant

Choose one --

- \* Destroy target artifact.
- \* Destroy target enchantment.
- \* Exile up to one target card from a graveyard. Draw a card.

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## Heritage Reclamation ① ⑥

Instant

Choose one --

- \* Destroy target artifact.
- \* Destroy target enchantment.
- \* Exile up to one target card from a graveyard. Draw a card.

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## Island

Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Island

Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Island

Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Island

Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Seed of Hope</div><div>Instant</div><div>Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                 | <div><div>Seed of Hope</div><div>Instant</div><div>Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                 | <div><div>Seed of Hope</div><div>Instant</div><div>Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                 | <div><div>Seed of Hope</div><div>Instant</div><div>Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                 |
| <div><div>Stormchaser's Talent</div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.<br/>{3}{U}: Level 2<br/>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.<br/>{5}{U}: Level 3<br/>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stormchaser's Talent</div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.<br/>{3}{U}: Level 2<br/>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.<br/>{5}{U}: Level 3<br/>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stormchaser's Talent</div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.<br/>{3}{U}: Level 2<br/>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.<br/>{5}{U}: Level 3<br/>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stormchaser's Talent</div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.<br/>{3}{U}: Level 2<br/>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.<br/>{5}{U}: Level 3<br/>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |



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| <div><div>Unsummon</div><div>Instant</div><div>Return target creature to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                       | <div><div>Unsummon</div><div>Instant</div><div>Return target creature to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                       | <div><div>Unsummon</div><div>Instant</div><div>Return target creature to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                       | <div><div>Unsummon</div><div>Instant</div><div>Return target creature to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                       |
| <div><div>Up the Beanstalk</div><div>Enchantment</div><div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Up the Beanstalk</div><div>Enchantment</div><div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Up the Beanstalk</div><div>Enchantment</div><div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Up the Beanstalk</div><div>Enchantment</div><div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Willowrush Verge</div><div>Land</div><div><div><div>{T}: Add {U}.</div><div>{T}: Add {G}. Activate only if you control a Forest or an Island.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                        | <div><div>Willowrush Verge</div><div>Land</div><div><div><div>{T}: Add {U}.</div><div>{T}: Add {G}. Activate only if you control a Forest or an Island.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                  | <div><div>Willowrush Verge</div><div>Land</div><div><div><div>{T}: Add {U}.</div><div>{T}: Add {G}. Activate only if you control a Forest or an Island.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                  | <div><div>Willowrush Verge</div><div>Land</div><div><div><div>{T}: Add {U}.</div><div>{T}: Add {G}. Activate only if you control a Forest or an Island.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                      |
| <div><div>Get Out</div><div>Instant</div><div><div><div>Choose one --</div><div>* Counter target creature or enchantment spell.</div><div>* Return one or two target creatures and/or enchantments you own to your hand.</div></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Ghost Vacuum</div><div>Artifact</div><div><div><div>{T}: Exile target card from a graveyard.</div><div>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</div></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Ghost Vacuum</div><div>Artifact</div><div><div><div>{T}: Exile target card from a graveyard.</div><div>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</div></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Heritage Reclamation</div><div>Instant</div><div><div><div>Choose one --</div><div>* Destroy target artifact.</div><div>* Destroy target enchantment.</div><div>* Exile up to one target card from a graveyard. Draw a card.</div></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

① ②

Choose one --

- \* Destroy target artifact.
- \* Destroy target enchantment.
- \* Exile up to one target card from a graveyard. Draw a card.

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① ②

As an additional cost to cast this spell, choose a creature you control or reveal a creature card from your hand.

Monstrous Emergence deals damage equal to the power of the creature you chose or the card you revealed to target creature.

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① ②

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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2GG

When this creature enters, you gain 4 life.

If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.

4/4

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2GG

When this creature enters, you gain 4 life.  
If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.

4/4

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U

Enchant creature  
When this Aura enters, tap enchanted creature.  
Enchanted creature doesn't untap during its controller's untap step.  
Enchanted creature has "{5}: Untap this creature."

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U

Enchant creature  
When this Aura enters, tap enchanted creature.  
Enchanted creature doesn't untap during its controller's untap step.  
Enchanted creature has "{5}: Untap this creature."

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| <div> <b>Sab-Sunen, Luxa Embodied</b> <span>3</span><span>6</span><span>U</span> </div> <div>           Legendary Creature -- God         </div> <div>           Reach, trample, indestructible<br/>           Sab-Sunen can't attack or block unless it has an even number of counters on it. (Zero is even.)<br/>           At the beginning of your first main phase, put a +1/+1 counter on Sab-Sunen. Then if it has an odd number of counters on it, draw two cards.         </div> <div>           [sideboard]         </div> <div> <div>6/6</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Thrun, Breaker of Silence</b> <span>3</span><span>6</span><span>6</span> </div> <div>           Legendary Creature -- Troll Shaman         </div> <div>           This spell can't be countered.<br/>           Trample<br/>           Thrun can't be the target of nongreen spells your opponents control or abilities from nongreen sources your opponents control.<br/>           During your turn, Thrun has indestructible.         </div> <div>           [sideboard]         </div> <div> <div>5/5</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Tishana's Tidebinder</b> <span>2</span><span>U</span> </div> <div>           Creature -- Merfolk Wizard         </div> <div>           Flash<br/>           When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)         </div> <div>           [sideboard]         </div> <div> <div>3/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |  |
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