

Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Birthing Ritual Enchantment At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Birthing Ritual Enchantment At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Birthing Ritual Enchantment At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Birthing Ritual Enchantment At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Legendary Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

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Creature -- Human Rogue

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Creature -- Human Cleric

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Guide of Souls W Creature -- Human Cleric 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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Guide of Souls W Creature -- Human Cleric 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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Luminous Broodmoth 2WW Creature -- Insect Flying Whenever a creature you control without flying dies, return it to the battlefield under its owner's control with a flying counter on it. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lush Portico Land -- Forest Plains {T}: Add {G} or {W}.) 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lush Portico Land -- Forest Plains {T}: Add {G} or {W}.) 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ocelot Pride 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ocelot Pride 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ocelot Pride 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Renegade Rallier 1GW Creature -- Human Warrior Revolt -- When this creature enters, if a permanent left the battlefield under your control this turn, return target permanent card with mana value 2 or less from your graveyard to the battlefield. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Renegade Rallier 1GW Creature -- Human Warrior Revolt -- When this creature enters, if a permanent left the battlefield under your control this turn, return target permanent card with mana value 2 or less from your graveyard to the battlefield. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Renegade Rallier 1GW Creature -- Human Warrior Revolt -- When this creature enters, if a permanent left the battlefield under your control this turn, return target permanent card with mana value 2 or less from your graveyard to the battlefield. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Renegade Rallier 1GW Creature -- Human Warrior Revolt -- When this creature enters, if a permanent left the battlefield under your control this turn, return target permanent card with mana value 2 or less from your graveyard to the battlefield. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Skyclave Apparition 1 W W Creature -- Kor Spirit When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skyclave Apparition 1 W W Creature -- Kor Spirit When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Forest Basic Snow Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Solitude 3 W W Creature -- Elemental Incarnation Flash Lifelink When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power. Evoke--Exile a white card from your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Solitude 3 W W Creature -- Elemental Incarnation Flash Lifelink When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power. Evoke--Exile a white card from your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Solitude 3 W W Creature -- Elemental Incarnation Flash Lifelink When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power. Evoke--Exile a white card from your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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White Orchid Phantom W W Creature -- Spirit Knight Flying, first strike When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	White Orchid Phantom W W Creature -- Spirit Knight Flying, first strike When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	White Orchid Phantom W W Creature -- Spirit Knight Flying, first strike When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Witch Enchanter 3W Creature -- Human Warlock When this creature enters, destroy target artifact or enchantment an opponent controls. 2/2 --- BACK FACE --- Witch-Blessed Meadow Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Witch Enchanter 3W Creature -- Human Warlock When this creature enters, destroy target artifact or enchantment an opponent controls. 2/2 --- BACK FACE --- Witch-Blessed Meadow Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Witch Enchanter 3W Creature -- Human Warlock When this creature enters, destroy target artifact or enchantment an opponent controls. 2/2 --- BACK FACE --- Witch-Blessed Meadow Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Collector Ouphe 1G Creature -- Ouphe Activated abilities of artifacts can't be activated. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drannith Magistrate 1W Creature -- Human Wizard Your opponents can't cast spells from anywhere other than their hands. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Endurance 1GG Creature -- Elemental Incarnation Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gaddock Teeg GW Legendary Creature -- Kithkin Advisor Noncreature spells with mana value 4 or greater can't be cast. Noncreature spells with {X} in their mana costs can't be cast. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

GW Gaddock Teeg Legendary Creature -- Kithkin Advisor Noncreature spells with mana value 4 or greater can't be cast. Noncreature spells with {X} in their mana costs can't be cast. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	1 Haywire Mite Artifact Creature -- Insect When this creature dies, you gain 2 life. {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	2 Phyrexian Revoker Artifact Creature -- Phyrexian Horror As this creature enters, choose a nonland card name. Activated abilities of sources with the chosen name can't be activated. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	1W Remorseful Cleric Creature -- Spirit Cleric Flying Sacrifice this creature: Exile target player's graveyard. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
WW Sanctifier en-Vec Creature -- Human Cleric Protection from black and from red When this creature enters, exile all cards that are black or red from all graveyards. If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	WW Sanctifier en-Vec Creature -- Human Cleric Protection from black and from red When this creature enters, exile all cards that are black or red from all graveyards. If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	3W Shalai, Voice of Plenty Legendary Creature -- Angel Flying You, planeswalkers you control, and other creatures you control have hexproof. {4}{G}{G}: Put a +1/+1 counter on each creature you control. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	2GW Sigarda, Font of Blessings Legendary Creature -- Angel Flying Other permanents you control have hexproof. You may look at the top card of your library any time. You may cast Angel spells and Human spells from the top of your library. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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