

Altanak, the Thrice-Called 566 Legendary Creature -- Insect Beast Trample Whenever Altanak becomes the target of a spell or ability an opponent controls, draw a card. {1}{G}, Discard this card: Return target land card from your graveyard to the battlefield tapped. 9/9 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Analyze the Pollen 6 Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Analyze the Pollen 6 Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Analyze the Pollen 6 Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Land

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① ②

Instant

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.")

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Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.

④ G/W G/W

Sorcery

Destroy all artifacts and enchantments.

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Enduring Vitality 1GG Enchantment Creature -- Elk Glimmer Vigilance Creatures you control have "{T}": Add one mana of any color." When Enduring Vitality dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Enduring Vitality 1GG Enchantment Creature -- Elk Glimmer Vigilance Creatures you control have "{T}": Add one mana of any color." When Enduring Vitality dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Enduring Vitality 1GG Enchantment Creature -- Elk Glimmer Vigilance Creatures you control have "{T}": Add one mana of any color." When Enduring Vitality dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Enduring Vitality 1GG Enchantment Creature -- Elk Glimmer Vigilance Creatures you control have "{T}": Add one mana of any color." When Enduring Vitality dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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 Mountain Basic Land -- Mountain ({T}: Add {R}.) | **Questing Druid** 1 6 Creature -- Human Druid Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature. | **Questing Druid** 1 6 Creature -- Human Druid Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature. | **Questing Druid** 1 B Sorcery -- Adventure You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.) | **Questing Druid** 1 6 Creature -- Human Druid Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature. | **Questing Druid** 1 6 Creature -- Human Druid Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature. | **Questing Druid** 1 B Sorcery -- Adventure You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.) | **Questing Druid** 1 6 Creature -- Human Druid Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature. | **Questing Druid** 1 6 Creature -- Human Druid Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature. | **Questing Druid** 1 B Sorcery -- Adventure You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.) | **Questing Druid** 1 6 Creature -- Human Druid Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature. | **Questing Druid** 1 B Sorcery -- Adventure You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.) | **Questing Druid** 1 6 Creature -- Human Druid Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature. | **Questing Druid** 1 B Sorcery -- Adventure You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.) | **Questing Druid** 1 6 Creature -- Human Druid Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature. | **Questing Druid** 1 B Sorcery -- Adventure You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.) |

Say Its Name 1G Sorcery Mill three cards. Then you may return a creature or land card from your graveyard to your hand. Exile this card and two other cards named Say Its Name from your graveyard: Search your graveyard, hand, and/or library for a card named Altanak, the Thrice-Called and put it onto the battlefield. If you search your library this way, shuffle. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Say Its Name 1G Sorcery Mill three cards. Then you may return a creature or land card from your graveyard to your hand. Exile this card and two other cards named Say Its Name from your graveyard: Search your graveyard, hand, and/or library for a card named Altanak, the Thrice-Called and put it onto the battlefield. If you search your library this way, shuffle. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stormsplitter 3R Creature -- Otter Wizard Haste Whenever you cast an instant or sorcery spell, create a token that's a copy of this creature. Exile that token at the beginning of the next end step. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stormsplitter 3R Creature -- Otter Wizard Haste Whenever you cast an instant or sorcery spell, create a token that's a copy of this creature. Exile that token at the beginning of the next end step. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Brotherhood's End (1)(R)(R) Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghost Vacuum 1 Artifact {T}: Exile target card from a graveyard. {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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obliterating Bolt 1R Sorcery Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obliterating Bolt 1R Sorcery Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obliterating Bolt 1R Sorcery Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pyroclasm 1R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pyroclasm 1R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Royal Treatment G Instant Target creature you control gains hexproof until end of turn. Create a Royal Role token attached to that creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has ward {1}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Royal Treatment G Instant Target creature you control gains hexproof until end of turn. Create a Royal Role token attached to that creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has ward {1}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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