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Destroy target nonland permanent
with mana value 3 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.)

{3}{G}, Sacrifice this creature: Return all land cards from your graveyard to the battlefield tapped.

1/3

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When this land enters, sacrifice it. When you do, search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle and you gain 1 life.

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Brokers Hideout Land When this land enters, sacrifice it. When you do, search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle and you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brokers Hideout Land When this land enters, sacrifice it. When you do, search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle and you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dryad's Revival Sorcery Return target card from your graveyard to your hand. Flashback {4}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Echoing Deepes Land -- Cave You may have this land enter tapped as a copy of any land card in a graveyard, except it's a Cave in addition to its other types. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Fatal Push Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal Push Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal Push Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Festering Gulch Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {B} or {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	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Lotus Cobra

① ②

Creature -- Snake

Landfall -- Whenever a land you control enters, add one mana of any color.

2/1

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Lotus Field

Land

Hexproof
This land enters tapped.
When this land enters, sacrifice two
lands.
{T}: Add three mana of any one
color.

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Lumra, Bellow of the Woods (4)(G)(G)

Legendary Creature -- Elemental Bear

Reach, vigilance
Lumra's power and toughness are each
equal to the number of lands you
control.
When Lumra enters, mill four cards.
Then return all land cards from your
graveyard to the battlefield tapped.

* / *

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Playtest cards - Webster, Raines - Pioneer (Pioneer LCQ - SCG CON Washington DC - Friday -

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

Lumra, Bellow of the Woods (4)(G)(G) Legendary Creature -- Elemental Bear Reach, vigilance Lumra's power and toughness are each equal to the number of lands you control. When Lumra enters, mill four cards. Then return all land cards from your graveyard to the battlefield tapped. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lumra, Bellow of the Woods (4)(G)(G) Legendary Creature -- Elemental Bear Reach, vigilance Lumra's power and toughness are each equal to the number of lands you control. When Lumra enters, mill four cards. Then return all land cards from your graveyard to the battlefield tapped. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lumra, Bellow of the Woods (4)(G)(G) Legendary Creature -- Elemental Bear Reach, vigilance Lumra's power and toughness are each equal to the number of lands you control. When Lumra enters, mill four cards. Then return all land cards from your graveyard to the battlefield tapped. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Maestros Theater Land When this land enters, sacrifice it. When you do, search your library for a basic Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle and you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Maestros Theater Land When this land enters, sacrifice it. When you do, search your library for a basic Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle and you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Memory Deluge (2)(U)(U) Instant Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order. Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Memory Deluge (2)(U)(U) Instant Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order. Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Memory Deluge (2)(U)(U) Instant Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order. Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Port of Karfell Land This land enters tapped. {T}: Add {U}. {3}{U}{B}{B}, {T}, Sacrifice this land: Mill four cards, then return a creature card from your graveyard to the battlefield tapped. (To mill a card, put the top card of your library into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riveteers Overlook Land When this land enters, sacrifice it. When you do, search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle and you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riveteers Overlook Land When this land enters, sacrifice it. When you do, search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle and you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riveteers Overlook Land When this land enters, sacrifice it. When you do, search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle and you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Spe lunking 2 G Enchantment When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life. Lands you control enter untapped. 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 PLAY botbox.dev	Swamp Basic Land -- Swamp ({T} : Add {B} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Assassin's Trophy B G Instant Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Assassin's Trophy B G Instant Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Culling Ritual 2 B G Sorcery Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Culling Ritual 2 B G Sorcery Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Culling Ritual (2)(B)(G) Sorcery Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fatal Push (B) Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate (1)(U) Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate (1)(U) Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Negate (1)(U) Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tear Asunder (1)(G) Instant Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.) Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thought Distortion (4)(B)(B) Sorcery This spell can't be countered. Target opponent reveals their hand. Exile all noncreature, nonland cards from that player's hand and graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thought Distortion (4)(B)(B) Sorcery This spell can't be countered. Target opponent reveals their hand. Exile all noncreature, nonland cards from that player's hand and graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thought Distortion 4BB Sorcery This spell can't be countered. Target opponent reveals their hand. Exile all noncreature, nonland cards from that player's hand and graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unmoored Ego 1UB Sorcery Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unmoored Ego 1UB Sorcery Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	