

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	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
Bitter Reunion 1R Enchantment When this enchantment enters, you may discard a card. If you do, draw two cards. {1}, Sacrifice this enchantment: Creatures you control gain haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Botanical Sanctum

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {G} or {U}.

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Bushwhack

G

Sorcery

Choose one --

- * Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
- * Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

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Bushwhack

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Bushwhack

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Copperline Gorge

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {R} or {G}.

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Enduring Vitality 1GGG 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 1GGG 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 1GGG 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 1GGG 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
Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. 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

Invasion of Ixalan 1 6 Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, look at the top five cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. D 4 BACK FACE Belligerent Regisaur Creature -- Dinosaur Trample Whenever you cast a spell, this creature gains indestructible until end of turn. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasion of Ixalan 1 6 Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, look at the top five cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. D 4 BACK FACE Belligerent Regisaur Creature -- Dinosaur Trample Whenever you cast a spell, this creature gains indestructible until end of turn. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pawpatch Formation 1 6 Instant Choose one -- * Destroy target creature with flying. * Destroy target enchantment. * Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. 1/1 ADVENTURE Seek the Beast 1 R Instant -- Adventure Exile the top two cards of your library. Until your next end step, you may play those cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Roaring Furnace ①Ⓡ Enchantment -- Room When you unlock this door, this Room deals damage equal to the number of cards in your hand to target creature an opponent controls. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) ----- - - - RIGHT HALF - - - Steaming Sauna ③ⓊⓊ Enchantment -- Room You have no maximum hand size. At the beginning of your end step, draw a card. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roaring Furnace ①Ⓡ Enchantment -- Room When you unlock this door, this Room deals damage equal to the number of cards in your hand to target creature an opponent controls. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) ----- - - - RIGHT HALF - - - Steaming Sauna ③ⓊⓊ Enchantment -- Room You have no maximum hand size. At the beginning of your end step, draw a card. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Song of Totentanz ⓧⓇ Sorcery Create X 1/1 black Rat creature tokens with "This token can't block." Creatures you control gain haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Song of Totentanz ⓧⓇ Sorcery Create X 1/1 black Rat creature tokens with "This token can't block." Creatures you control gain haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Stormchaser's Talent Ⓤ Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, create a 1/1 blue and red Otter creature token with prowess. {3}{U}: Level 2 When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand. {5}{U}: Level 3 Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stormchaser's Talent Ⓤ Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, create a 1/1 blue and red Otter creature token with prowess. {3}{U}: Level 2 When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand. {5}{U}: Level 3 Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stormchaser's Talent Ⓤ Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, create a 1/1 blue and red Otter creature token with prowess. {3}{U}: Level 2 When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand. {5}{U}: Level 3 Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stormchaser's Talent Ⓤ Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, create a 1/1 blue and red Otter creature token with prowess. {3}{U}: Level 2 When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand. {5}{U}: Level 3 Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tarnation Vista

Land

This land enters tapped. As it enters, choose a color.

{T}: Add one mana of the chosen color.

{1}, {T}: For each color among monocolored permanents you control, add one mana of that color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This Town Ain't Big Enough (4)(U)

Instant

This spell costs {3} less to cast if it targets a permanent you control. Return up to two target nonland permanents to their owners' hands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thundertrap Trainer ①U

Creature -- Otter Wizard

Offspring {4} (You may pay an additional {4} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)

When this creature enters, look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2 U

Flash
You may cast noncreature spells as though they had flash.
Whenever you cast a noncreature spell, Birds, Frogs, Otters, and Rats you control get +1/+1 until end of turn. Untap them.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Flash
You may cast noncreature spells as though they had flash.
Whenever you cast a noncreature spell, Birds, Frogs, Otters, and Rats you control get +1/+1 until end of turn. Untap them.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {C}.
{T}: Add {G} or {U}. This land deals
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {G} or {U}. This land deals
1 damage to you.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Flash
Vigilance
When this creature enters, tap
target creature an opponent controls
and put a stun counter on it.
{1}{U}, {T}: Shuffle this creature
and target creature with a stun
counter on it into their owners'
libraries.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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Vigilance
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{1}{U}, {T}: Shuffle this creature
and target creature with a stun
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libraries.

[sidebar]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pawpatch Formation 1 G Instant Choose one -- * Destroy target creature with flying. * Destroy target enchantment. * Draw a card. Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pawpatch Formation 1 G Instant Choose one -- * Destroy target creature with flying. * Destroy target enchantment. * Draw a card. Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pawpatch Formation 1 G Instant Choose one -- * Destroy target creature with flying. * Destroy target enchantment. * Draw a card. Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ral, Crackling Wit 2 U R Legendary Planeswalker -- Ral Whenever you cast a noncreature spell, put a loyalty counter on Ral. [+1]: Create a 1/1 blue and red Otter creature token with prowess. [-3]: Draw three cards, then discard two cards. [-10]: Draw three cards. You get an emblem with "Instant and sorcery spells you cast have storm." (Whenever you cast an instant or sorcery spell, copy it for each spell cast before it this turn.) [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ral, Crackling Wit 2 U R Legendary Planeswalker -- Ral Whenever you cast a noncreature spell, put a loyalty counter on Ral. [+1]: Create a 1/1 blue and red Otter creature token with prowess. [-3]: Draw three cards, then discard two cards. [-10]: Draw three cards. You get an emblem with "Instant and sorcery spells you cast have storm." (Whenever you cast an instant or sorcery spell, copy it for each spell cast before it this turn.) [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scorching Dragonfire 1 R Instant Scorching Dragonfire deals 3 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	Scorching Dragonfire 1 R Instant Scorching Dragonfire deals 3 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	Screaming Nemesis 2 R Creature -- Spirit Haste Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Screaming Nemesis 2R Creature -- Spirit Haste Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Screaming Nemesis 2R Creature -- Spirit Haste Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Up the Beanstalk 1G Enchantment When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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