

Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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5 G

Creature -- Treefolk

Reach
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)

5/7

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U

Creature -- Phyrexian Advisor

This creature enters with three oil counters on it.
{T}, Remove an oil counter from this creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

0/3

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Glistener Seer ^U Creature -- Phyrexian Advisor This creature enters with three oil counters on it. {T}, Remove an oil counter from this creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.) 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glistener Seer ^U Creature -- Phyrexian Advisor This creature enters with three oil counters on it. {T}, Remove an oil counter from this creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.) 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glistener Seer ^U Creature -- Phyrexian Advisor This creature enters with three oil counters on it. {T}, Remove an oil counter from this creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.) 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gnaw to the Bone ^{2G} Instant You gain 2 life for each creature card in your graveyard. Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Mothdust ChangelingU Creature -- Shapeshifter Changeling (This card is every creature type.) Tap an untapped creature you control: This creature gains flying until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mothdust ChangelingU Creature -- Shapeshifter Changeling (This card is every creature type.) Tap an untapped creature you control: This creature gains flying until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Persistent Petitioners1U Creature -- Human Advisor {1}, {T}: Target player mills a card. (They put the top card of their library into their graveyard.) Tap four untapped Advisors you control: Target player mills twelve cards. A deck can have any number of cards named Persistent Petitioners. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Persistent Petitioners1U Creature -- Human Advisor {1}, {T}: Target player mills a card. (They put the top card of their library into their graveyard.) Tap four untapped Advisors you control: Target player mills twelve cards. A deck can have any number of cards named Persistent Petitioners. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Tangled Islet Land -- Forest Island ({T}): Add {G} or {U}.) This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tangled Islet Land -- Forest Island ({T}): Add {G} or {U}.) This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Universal Automaton ① Artifact Creature -- Shapeshifter Changeling (This card is every creature type.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Universal Automaton ① Artifact Creature -- Shapeshifter Changeling (This card is every creature type.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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① ②

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

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① ⑥

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U

Choose one --

- * Counter target red spell.
- * Destroy target red permanent.

[sidebar]

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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Moment's Peace ①⑥ Instant Prevent all combat damage that would be dealt this turn. Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Moment's Peace ①⑥ Instant Prevent all combat damage that would be dealt this turn. Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Moment's Peace ①⑥ Instant Prevent all combat damage that would be dealt this turn. Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tormod's Crypt ⑨ Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Tormod's Crypt ⑨ Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tormod's Crypt ⑨ Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tormod's Crypt ⑨ Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unable to Scream ① Enchantment -- Aura Enchant creature Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types. As long as enchanted creature is face down, it can't be turned face up. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

U

Enchant creature
Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.
As long as enchanted creature is face down, it can't be turned face up.

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