

Bellowing Crier 1 U Creature -- Frog Advisor When this creature enters, draw a card, then discard a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bellowing Crier 1 U Creature -- Frog Advisor When this creature enters, draw a card, then discard a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bellowing Crier 1 U Creature -- Frog Advisor When this creature enters, draw a card, then discard a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bellowing Crier 1 U Creature -- Frog Advisor When this creature enters, draw a card, then discard a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Deep Analysis 3 U Sorcery Target player draws two cards. Flashback--$\{1\}\{U\}$, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deep Analysis 3 U Sorcery Target player draws two cards. Flashback--$\{1\}\{U\}$, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) 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}. 57 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Generous Ent 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.) 57 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Generous Ent 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.) 57 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Generous Ent 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.) 57 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Glistener Seer 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.) 03 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glistener Seer 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.) 03 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glistener Seer 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.) 03 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glistener Seer 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.) 03 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Gnaw to the Bone 26 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gnaw to the Bone 26 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gnaw to the Bone 26 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mothdust Changeling 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 Changeling 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 Changeling 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 Changeling ①① 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 PLAY botbox.dev	Persistent Petitioners ①① 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 PLAY botbox.dev	Persistent Petitioners ①① 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 PLAY botbox.dev	Persistent Petitioners ①① 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 PLAY botbox.dev
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Pond Prophet 6/U6/U Creature -- Frog Advisor When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Simic Growth Chamber Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {G}{U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Simic Growth Chamber Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {G}{U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tangled Islet Land -- Forest Island {T}: Add {G} or {U}.) This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Tangled Islet Land -- Forest Island {T}: Add {G} or {U}.) This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vitalize 6 Instant Untap all creatures you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vitalize 6 Instant Untap all creatures you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vitalize 6 Instant Untap all creatures you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{1}, {T}: You gain 2 life.
{2}, {T}, Exile this artifact: Put all commanders you own from the command zone and from your graveyard into your hand. Then shuffle your graveyard into your library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{1}, {T}: You gain 2 life.
{2}, {T}, Exile this artifact: Put all commanders you own from the command zone and from your graveyard into your hand. Then shuffle your graveyard into your library.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Echoing Truth 1 U Instant Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Masked Vandal 1 G Creature -- Shapeshifter Changeling (This card is every creature type.) When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Masked Vandal 1 G Creature -- Shapeshifter Changeling (This card is every creature type.) When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Masked Vandal 1 G Creature -- Shapeshifter Changeling (This card is every creature type.) When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Moment's Peace 1 G 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 PLAY botbox.dev	Moment's Peace 1 G 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 PLAY botbox.dev	Moment's Peace 1 G 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 PLAY botbox.dev	Nihil Spellbomb 1 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nihil Spellbomb ① Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tormod's Crypt ⑥ Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tormod's Crypt ⑥ Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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