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| <div> <div> <b>Ace Flockbringer</b> <div> <div>1</div> <div>W</div> <div>U</div> </div> </div> <div> <div>Creature -- Bird Scout</div> <div> <div>Flying</div> <div>Whenever you cast a creature spell without flying, conjure a duplicate of it into your hand. The duplicate perpetually gains flying. This ability triggers only once each turn.</div> </div> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div> <b>Agatha's Soul Cauldron</b> <div> <div>2</div> </div> </div> <div> <div>Legendary Artifact</div> <div> <div>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div> <b>Analyze the Pollen</b> <div> <div>G</div> </div> </div> <div> <div>Sorcery</div> <div> <div>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.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div> <b>Arena of Glory</b> </div> <div> <div>Land</div> <div> <div>This land enters tapped unless you control a Mountain.</div> <div>{T}: Add {R}.</div> <div>{R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |
| <div> <div> <b>Arid Mesa</b> </div> <div> <div>Land</div> <div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                           | <div> <div> <b>Arms Scavenger</b> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Human Warrior</div> <div> <div>At the beginning of your upkeep, draft a card from this creature's spellbook, then exile it. Until end of turn, you may play that card. Equip abilities you activate cost {1} less to activate.</div> </div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                            | <div> <div> <b>Avacyn's Pilgrim</b> <div> <div>G</div> </div> </div> <div> <div>Creature -- Human Monk</div> <div> <div>{T}: Add {W}.</div> </div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                         | <div> <div> <b>Birds of Paradise</b> <div> <div>G</div> </div> </div> <div> <div>Creature -- Bird</div> <div> <div>Flying</div> <div>{T}: Add one mana of any color.</div> </div> </div> <div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                      |

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{T}: Target creature gains haste until end of turn. (It can attack and {T} this turn.)

1/1

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## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.

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## Legendary Land

{T}: Add {G}.  
Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.

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U

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

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③ ④

Flash (You may cast this spell any time you could cast an instant.)  
When this creature enters, untap another target creature you control.

**3/2**

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## Land -- Forest Island

( $\{T\}$ : Add  $\{G\}$  or  $\{U\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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GGWW

First strike, trample  
When this creature enters, you may search your library for up to two artifact, creature, and/or enchantment cards with mana value 1 or less, reveal them, put them into your hand, then shuffle.

4/4

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3 G U

Converge -- Search your library for a creature, instant, or sorcery card with mana value less than or equal to the number of colors of mana spent to cast this spell, exile that card, then shuffle. You may cast that card without paying its mana cost.

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| <p><b>Chord of Calling</b> (X)(G)(G)(G)</p> <p>Instant</p> <p>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)<br/>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                              | <p><b>Commercial District</b></p> <p>Land -- Mountain Forest</p> <p>{T}: Add {R} or {G}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Corridor Monitor</b> (1)(U)</p> <p>Artifact Creature -- Construct</p> <p>When this creature enters, untap target artifact or creature you control.</p> <p>1/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                         | <p><b>Deathrite Shaman</b> (B/G)</p> <p>Creature -- Elf Shaman</p> <p>{T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)<br/>{B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.<br/>{G}, {T}: Exile target creature card from a graveyard. You gain 2 life.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Dedicated Dollmaker</b> (1)(W)</p> <p>Creature -- Dwarf Artificer</p> <p>When Dedicated Dollmaker enters, exile up to one other target nonland, nontoken permanent. Its controller creates a token that's a copy of it, except it's not legendary and it's an artifact in addition to its other types.<br/>{1}{W}: Tokens you control gain indestructible until end of turn. Activate only once.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Delighted Halfling</b> (G)</p> <p>Creature -- Halfling Citizen</p> <p>{T}: Add {C}.<br/>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>              | <p><b>Eldritch Evolution</b> (1)(G)(G)</p> <p>Sorcery</p> <p>As an additional cost to cast this spell, sacrifice a creature.<br/>Search your library for a creature card with mana value X or less, where X is 2 plus the sacrificed creature's mana value. Put that card onto the battlefield, then shuffle.<br/>Exile Eldritch Evolution.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Elegant Parlor</b></p> <p>Land -- Mountain Plains</p> <p>{T}: Add {R} or {W}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                   |

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| <div><div><div>Elvish Mystic</div><div>Ⓞ</div></div><div><div>Creature -- Elf Druid</div><div></div><div>{T}: Add {G}.</div><div></div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                | <div><div><div>Ephemerate</div><div>Ⓜ</div></div><div><div>Instant</div><div></div><div>Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)</div><div></div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Extraction Specialist</div><div>②Ⓜ</div></div><div><div>Creature -- Human Rogue</div><div></div><div>Lifelink<br/>When this creature enters, return target creature card with mana value 2 or less from your graveyard to the battlefield. That creature can't attack or block for as long as you control this creature.</div><div></div><div>3/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                            | <div><div><div>Fable of the Mirror-Breaker</div><div>②Ⓡ</div></div><div><div>Enchantment -- Saga</div><div></div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div></div><div>----- BACK FACE -----</div><div><div>Reflection of Kiki-Jiki</div><div></div><div>Enchantment Creature -- Goblin Shaman</div><div></div><div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div><div></div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |
| <div><div><div>Fanatic of Rhonas</div><div></div></div><div><div>Token Creature -- Zombie Snake Druid</div><div></div><div>{T}: Add {G}.<br/>Ferocious -- {T}: Add {G}{G}{G}{G}.<br/>Activate only if you control a creature with power 4 or greater.</div><div></div><div>4/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Fauna Shaman</div><div>①Ⓞ</div></div><div><div>Creature -- Elf Shaman</div><div></div><div>{G}, {T}, Discard a creature card: Search your library for a creature card, reveal it, put it into your hand, then shuffle.</div><div></div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                | <div><div><div>Fiend Artisan</div><div>ⓅⓄⓅ</div></div><div><div>Creature -- Nightmare</div><div></div><div>This creature gets +1/+1 for each creature card in your graveyard. {X}{B/G}, {T}, Sacrifice another creature: Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle. Activate only as a sorcery.</div><div></div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Finale of Devastation</div><div>ⓧⓄⓄ</div></div><div><div>Sorcery</div><div></div><div>Search your library and/or graveyard for a creature card with mana value X or less and put it onto the battlefield. If you search your library this way, shuffle. If X is 10 or more, creatures you control get +X/+X and gain haste until end of turn.</div><div></div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |

## Flooded Strand

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

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## Forest

Basic Land -- Forest

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

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## Fury

③ R R

Creature -- Elemental Incarnation

Double strike  
When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.  
Invoke--Exile a red card from your hand.

3/3

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## General Kreat, the Boltbringer (2)(R)

Legendary Creature -- Goblin Soldier

Whenever one or more Goblins you control attack, create a 1/1 red Goblin creature token that's tapped and attacking.

Whenever another creature you control enters, General Kreat deals 1 damage to each opponent.

2/2

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## Ghired, Mirror of the Wilds (R)(G)(W)

Legendary Creature -- Human Shaman

Haste  
Nontoken creatures you control have  
"{T}: Create a token that's a copy  
of target token you control that  
entered this turn."

3/3

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## Gilded Goose

**G**

Creature -- Bird

Flying  
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")  
{1}{G}, {T}: Create a Food token.  
{T}, Sacrifice a Food: Add one mana of any color.

0/2

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## Giver of Runes

W

Creature -- Kor Cleric

{T}: Another target creature you control gains protection from colorless or from the color of your choice until end of turn.

1/2

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**Glasspool Mimic** (2)(U)

Creature -- Shapeshifter Rogue

You may have this creature enter as a copy of a creature you control, except it's a Shapeshifter Rogue in addition to its other types.

0/0

- - - BACK FACE - - -

## Glasspool Shore

Land

This land enters tapped.  
{T}: Add {U}.

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| <div><div><div>Goblin Motivator</div><div>(R)</div></div><div>Creature -- Goblin Warrior</div><div><div>{T}: Target creature gains haste until end of turn. (It can attack and {T} this turn.)</div></div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Guide of Souls</div><div>(W)</div></div><div>Creature -- Human Cleric</div><div><div>Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types.</div></div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Hallowed Fountain</div></div><div>Land -- Plains Island</div><div><div>{T}: Add {W} or {U}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           | <div><div><div>Hedge Maze</div></div><div>Land -- Forest Island</div><div><div>{T}: Add {G} or {U}.)</div><div>This land enters tapped.</div><div>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div><div><div>D 6</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <div><div><div>Hushwood Verge</div></div><div>Land</div><div><div>{T}: Add {G}.</div><div>{T}: Add {W}. Activate only if you control a Forest or a Plains.</div></div><div><div>3/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                     | <div><div><div>Hyrax Tower Scout</div><div>(2)(G)</div></div><div>Creature -- Human Scout</div><div><div>When this creature enters, untap target creature.</div></div><div><div>4 W</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                | <div><div><div>Imodane's Recruiter</div><div>(2)(R)</div></div><div>Creature -- Human Knight</div><div><div>When this creature enters, creatures you control get +1/+0 and gain haste until end of turn.</div></div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Invasion of Ikoría</div><div>(X)(G)(G)</div></div><div>Battle -- Siege</div><div><div>(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.)</div><div>When this Siege enters, search your library and/or graveyard for a non-Human creature card with mana value X or less and put it onto the battlefield. If you search your library this way, shuffle.</div></div><div><div>Zilortha, Apex of Ikoría</div></div><div>Legendary Creature -- Dinosaur</div><div><div>Reach</div><div>For each non-Human creature you control, you may have that creature assign its combat damage as though it weren't blocked.</div></div><div><div>8/8</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Island</b> </div> <div> Basic Land -- Island </div> <div> ({T}: Add {U}.) </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                                                                                                              | <div> <b>Jet Collector</b> <div> 1 G </div> </div> <div> Creature -- Merfolk Scout </div> <div> <p>At the beginning of your second main phase, if four or more cards are in your graveyard, conjure a card named Mox Jet into your hand. This ability triggers only once.</p> <p>{X}{B}: Put target creature card with mana value X from your graveyard onto the battlefield with a finality counter on it. Activate only as a sorcery.</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Jetmir, Nexus of Revels</b> <div> 1 R G W </div> </div> <div> Legendary Creature -- Cat Demon </div> <div> <p>Creatures you control get +1/+0 and have vigilance as long as you control three or more creatures. Creatures you control also get +1/+0 and have trample as long as you control six or more creatures. Creatures you control also get +1/+0 and have double strike as long as you control nine or more creatures.</p> </div> <div> <div>5/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Jetmir's Garden</b> </div> <div> Land -- Mountain Forest Plains </div> <div> ({T}: Add {R}, {G}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) </div> <div> <div>5/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> |
| <div> <b>Knight of Autumn</b> <div> 1 G W </div> </div> <div> Creature -- Dryad Knight </div> <div> <p>When this creature enters, choose one --</p> <ul style="list-style-type: none"> <li>* Put two +1/+1 counters on this creature.</li> <li>* Destroy target artifact or enchantment.</li> <li>* You gain 4 life.</li> </ul> </div> <div> <div>2/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Lavaspur Boots</b> <div> 1 </div> </div> <div> Artifact -- Equipment </div> <div> <p>Equipped creature gets +1/+0 and has haste and ward {1}. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)</p> <p>Equip {1}</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                            | <div> <b>Leaf-Leap Guide</b> <div> G U </div> </div> <div> Creature -- Frog Scout </div> <div> <p>Vigilance</p> <p>Whenever another creature you control enters, Leaf-Leap Guide and that creature perpetually get +1/+1.</p> <p>{1}, {T}: Return another target creature you control to its owner's hand.</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                               | <div> <b>Lightning Bolt</b> <div> R </div> </div> <div> Instant </div> <div> <p>Lightning Bolt deals 3 damage to any target.</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                               |

**G**

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

1/1

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## Land -- Forest Plains

({{T}}: Add {{G}} or {{W}}.)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your  
library. You may put it into your  
graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Creature -- Insect Druid

{T}: Mill a card. (Put the top card of your library into your graveyard.)

{T}, Exile a card from your graveyard: Add one mana of any color.

1/1

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Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Legendary Creature -- Bird Wizard

Flying  
Creatures you control have "Whenever this creature becomes the target of a spell or ability, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. This ability triggers only twice each turn."

3/4

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| <div><div><div>Nantuko Slicer</div><div><div>2</div><div>G</div><div>G</div></div></div><div>Creature -- Insect</div><div><div>Kicker {B}</div><div>When Nantuko Slicer enters, return target card from your graveyard to your hand. If this spell was kicked, conjure a duplicate of target card in an opponent's graveyard into your hand. It perpetually gains "You may spend mana as though it were mana of any color to cast this spell."</div></div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Neoform</div><div><div>G</div><div>U</div></div></div><div>Sorcery</div><div><div>As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value equal to 1 plus the sacrificed creature's mana value, put that card onto the battlefield with an additional +1/+1 counter on it, then shuffle.</div></div><div><div>0/0</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ocelot Pride</div><div><div>W</div></div></div><div>Creature -- Cat</div><div><div>First strike, lifelink</div><div>Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)</div><div>At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it.</div></div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Overgrown Tomb</div></div><div>Land -- Swamp Forest</div><div><div>{T}: Add {B} or {G}.</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                   |
| <div><div><div>Path to Exile</div><div><div>W</div></div></div><div>Instant</div><div><div>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div></div><div><div>0/0</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                      | <div><div><div>Phantasmal Image</div><div><div>1</div><div>U</div></div></div><div>Creature -- Illusion</div><div><div>You may have this creature enter as a copy of any creature on the battlefield, except it's an Illusion in addition to its other types and it has "When this creature becomes the target of a spell or ability, sacrifice it."</div></div><div><div>0/0</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                    | <div><div><div>Phlage, Titan of Fire's Fury</div><div><div>1</div><div>R</div><div>W</div></div></div><div>Legendary Creature -- Elder Giant</div><div><div>When Phlage enters, sacrifice it unless it escaped.</div><div>Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life.</div><div>Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div></div><div><div>6/6</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                         | <div><div><div>Pinnacle Monk</div><div><div>3</div><div>R</div><div>R</div></div></div><div>Creature -- Djinn Monk</div><div><div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div><div>When this creature enters, return target instant or sorcery card from your graveyard to your hand.</div></div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Mystic Peak</div></div><div>Land</div><div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped.</div><div>{T}: Add {R}.</div></div><div><div>6/6</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                    |

## Plains

## Basic Land -- Plains

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

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## Polluted Delta

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

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Prime Speaker Vannifar 2G U

Legendary Creature -- Elf Ooze Wizard

```
{T}, Sacrifice another creature:
Search your library for a creature
card with mana value equal to 1 plus
the sacrificed creature's mana
value, put that card onto the
battlefield, then shuffle. Activate
only as a sorcery.
```

2/4

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## Prismatic Ending

Sorcery

```
Converge -- Exile target nonland
permanent if its mana value is less
than or equal to the number of
colors of mana spent to cast this
spell.
```

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## Prismatic Vista

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.

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## Recruiter of the Guard (2)(W)

Creature -- Human Soldier

When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.

1/1

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## Renegade Rallier (1)(G)(W)

Creature -- Human Warrior

Revolt -- When this creature enters, if a permanent left the battlefield under your control this turn, return target permanent card with mana value 2 or less from your graveyard to the battlefield.

3/2

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## Restoration Angel

Creature -- Angel

Flash  
Flying  
When this creature enters, you may exile target non-Angel creature you control, then return that card to the battlefield under your control.

3/4

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| <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                     | <div><div>Scalding Tarn</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shifting Woodland</div><div>Land</div><div>This land enters tapped unless you control a Forest.<br/>{T}: Add {G}.<br/>Delirium -- {2}{G}{G}: This land becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Skyclave Apparition 1WW</div><div>Creature -- Kor Spirit</div><div>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br/>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Solitude 3WW</div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  | <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                        | <div><div>Swords to Plowshares W</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                       |

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|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Sylvan Caryatid</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Creature -- Plant</div> <div> <div>Defender, hexproof</div> <div>{T}: Add one mana of any color.</div> </div> <div> <div>0/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                    | <div> <div>Sylvan Safekeeper</div> <div> <div>G</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> <div>Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                     | <div> <div>Tajic, Legion's Valor</div> <div> <div>2</div> <div>R</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Human Soldier</div> <div> <div>Indestructible, haste</div> <div>At the beginning of combat on your turn, put a +1/+1 counter on Tajic, Legion's Valor. Then conjure a card with mana value equal to the number of +1/+1 counters on it from Tajic, Legion's Valor's spellbook onto the battlefield. It gains haste until end of turn and attacks this combat if able.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Temple Garden</div> </div> <div> <div>Land -- Forest Plains</div> <div> <div>{T}: Add {G} or {W}.</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>            |
| <div> <div>The Jolly Balloon Man</div> <div> <div>1</div> <div>R</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Human Clown</div> <div> <div>Haste</div> <div>{1}, {T}: Create a token that's a copy of another target creature you control, except it's a 1/1 red Balloon creature in addition to its other colors and types and it has flying and haste. Sacrifice it at the beginning of the next end step. Activate only as a sorcery.</div> </div> <div> <div>1/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Three Steps Ahead</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <div>Spree (Choose one or more additional costs.)</div> <div>+ {1}{U} -- Counter target spell.</div> <div>+ {3} -- Create a token that's a copy of target artifact or creature you control.</div> <div>+ {2} -- Draw two cards, then discard a card.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Time Warp</div> <div> <div>3</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Target player takes an extra turn after this one.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                          | <div> <div>Verdant Catacombs</div> </div> <div> <div>Land</div> <div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div> Windswept Heath </div> <div> Land </div> <div> {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. </div> <div> <div>2/2</div> </div> <div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> Witch Enchanter <div>3W</div> </div> <div> Creature -- Human Warlock </div> <div> When this creature enters, destroy target artifact or enchantment an opponent controls. </div> <div> <div>2/2</div> </div> <div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> Wooded Foothills </div> <div> Land </div> <div> {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. </div> <div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> Zealous Conscripts <div>4R</div> </div> <div> Creature -- Human Warrior </div> <div> Haste<br/>When this creature enters, gain control of target permanent until end of turn. Untap that permanent. It gains haste until end of turn. </div> <div> <div>3/3</div> </div> <div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
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