

Aegis Turtle U Creature -- Turtle 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ancient Lumberknot 2BG Creature -- Treefolk Each creature you control with toughness greater than its power assigns combat damage equal to its toughness rather than its power. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arcades, the Strategist 1GWU Legendary Creature -- Elder Dragon Flying, vigilance Whenever a creature you control with defender enters, draw a card. Each creature you control with defender assigns combat damage equal to its toughness rather than its power and can attack as though it didn't have defender. 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Armored Scrapgorger 1G Creature -- Phyrexian Beast This creature gets +3/+0 as long as it has three or more oil counters on it. {T}: Add one mana of any color. Whenever this creature becomes tapped, exile target card from a graveyard and put an oil counter on this creature. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Assault Formation 1G Enchantment Each creature you control assigns combat damage equal to its toughness rather than its power. {G}: Target creature with defender can attack this turn as though it didn't have defender. {2}{G}: Creatures you control get +0/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Assemble the Players 1W Enchantment You may look at the top card of your library any time. Once each turn, you may cast a creature spell with power 2 or less from the top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Avacyn's Pilgrim G Creature -- Human Monk {T}: Add {W}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bedrock Tortoise 3 6 Creature -- Turtle During your turn, creatures you control have hexproof. Each creature you control with toughness greater than its power assigns combat damage equal to its toughness rather than its power. 0/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birds of Paradise 6 Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boseiju, Who Endures 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brightglass Gearhulk 66WW Artifact Creature -- Construct 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Caelorna, Coral Tyrant 1U Legendary Creature -- Octopus PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Catapult Fodder 2B Creature -- Zombie At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform this creature. 1/5 --- BACK FACE --- Catapult Captain Creature -- Zombie {2}{B}, {T}, Sacrifice another creature: Target opponent loses life equal to the sacrificed creature's toughness. 2/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chord of Calling (X)(G)(G)(G) Instant 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.) Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle. 0/4 ----- BACK FACE ----- Revealing Eye Creature -- Eye Horror Menace When this creature transforms into Revealing Eye, target opponent reveals their hand. You may choose a nonland card from it. If you do, that player discards that card, then draws a card. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Concealing Curtains (B) Creature -- Wall Defender {2}{B}: Transform this creature. Activate only as a sorcery. 0/4 ----- BACK FACE ----- Revealing Eye Creature -- Eye Horror Menace When this creature transforms into Revealing Eye, target opponent reveals their hand. You may choose a nonland card from it. If you do, that player discards that card, then draws a card. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Courser of Kruphix (1)(G)(G) Enchantment Creature -- Centaur Play with the top card of your library revealed. You may play lands from the top of your library. Landfall -- Whenever a land you control enters, you gain 1 life. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crystal Barricade (1)(W) Artifact Creature -- Wall Defender (This creature can't attack.) You have hexproof. (You can't be the target of spells or abilities your opponents control.) Prevent all noncombat damage that would be dealt to other creatures you control. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Deathrite Shaman (B)(G) Creature -- Elf Shaman {T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.) {B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life. {G}, {T}: Exile target creature card from a graveyard. You gain 2 life. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Delighted Halfling (G) Creature -- Halfling Citizen {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eldritch Evolution (1)(G)(G) Sorcery As an additional cost to cast this spell, sacrifice a creature. 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. Exile Eldritch Evolution. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Endurance (1)(G)(G) Creature -- Elemental Incarnation Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enduring Innocence 1 W W Enchantment Creature -- Sheep Glimmer Lifelink Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence 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.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fanatic of Rhonas Token Creature -- Zombie Snake Druid {T}: Add {G}. Ferocious -- {T}: Add {G}{G}{G}{G}. Activate only if you control a creature with power 4 or greater. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fecund Greenshell 3 G G Creature -- Elemental Turtle Reach As long as you control ten or more lands, creatures you control get +2/+2. Whenever this creature or another creature you control with toughness greater than its power enters, look at the top card of your library. If it's a land card, you may put it onto the battlefield tapped. Otherwise, put it into your hand. 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Felothar the Steadfast 1 W B G Legendary Creature -- Human Warrior Each creature you control assigns combat damage equal to its toughness rather than its power. Creatures you control can attack as though they didn't have defender. {3}, {T}, Sacrifice another creature: Draw cards equal to the sacrificed creature's toughness, then discard cards equal to its power. 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Finale of Devastation X G G Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. 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

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

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At the beginning of your first main phase, a random creature card with the greatest mana value among creature cards in your hand perpetually gains "This spell costs {1} less to cast."

{T}: Add one mana of any color.

1/3

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Reach
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
Forestrycycling {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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((T): Add {W} or {B}.)
As this land enters, you may pay 2
life. If you don't, it enters
tapped.

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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.

1/2

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

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When this creature dies, you gain 2 life.

{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

1/1

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(**{T}**: Add **{G}** or **{U}**.)
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.)

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High Alert ①②③ Enchantment Each creature you control assigns combat damage equal to its toughness rather than its power. Creatures you control can attack as though they didn't have defender. {2}{W}{U}: Untap target creature. L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hinterland Harbor Land This land enters tapped unless you control a Forest or an Island. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Huatli, the Sun's Heart ②③④ Legendary Planeswalker -- Huatli Each creature you control assigns combat damage equal to its toughness rather than its power. [-3]: You gain life equal to the greatest toughness among creatures you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hushwood Verge Land {T}: Add {G}. {T}: Add {W}. Activate only if you control a Forest or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Hydroelectric Specimen ②③ Creature -- Weird Flash When this creature enters, you may change the target of target instant or sorcery spell with a single target to this creature. 1/4 ----- BACK FACE ----- Hydroelectric Laboratory Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Indatha Triome Land -- Plains Swamp Forest {T}: Add {W}, {B}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Invasion of Ikoriam ①②③④ 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, 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. D 6 ----- BACK FACE ----- Zilortha, Apex of Ikoriam Legendary Creature -- Dinosaur Reach For each non-Human creature you control, you may have that creature assign its combat damage as though it weren't blocked. 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Jet Collector 1 6 Creature -- Merfolk Scout 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. {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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lush Portico 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 PLAYbotbox.dev	Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Marsh Flats 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 PLAYbotbox.dev
Misty Rainforest 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 PLAYbotbox.dev	Nadu, Winged Wisdom 1 6 U 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nature's Rhythm X 6 6 Sorcery Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle. Harmonize {X}{G}{G}{G} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by an amount of generic mana equal to its power. Then exile this spell.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nyx-Fleece Ram 1 W Enchantment Creature -- Sheep At the beginning of your upkeep, you gain 1 life. 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ocelot Pride (W) Creature -- Cat First strike, lifelink Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orcish Bowmasters (1)(B) Creature -- Orc Archer Flash When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Otawara, Soaring City Legendary Land {T}: Add {U}. Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overgrown Battlement (1)(G) Creature -- Wall Defender {T}: Add {G} for each creature you control with defender. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Overgrown Tomb Land -- Swamp Forest ({T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overgrown Zealot (1)(G) Creature -- Elf Druid {T}: Add one mana of any color. {T}: Add two mana of any one color. Spend this mana only to turn permanents face up. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plagon, Lord of the Beach (2)(U) Legendary Creature -- Starfish Wizard When Plagon enters, draw a card for each creature you control with toughness greater than its power. {W/U}: Target creature you control assigns combat damage equal to its toughness rather than its power this turn. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Six Legendary Creature -- Treefolk Reach Whenever Six attacks, mill three cards. You may put a land card from among them into your hand. During your turn, nonland permanent cards in your graveyard have retrace. (You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.) 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Solitude Creature -- Elemental Incarnation Flash Lifelink When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power. Evoke--Exile a white card from your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sorin of House Markov Legendary Creature -- Human Noble Lifelink Extort (Whenever you cast a spell, you may pay {W/B}. If you do, each opponent loses 1 life and you gain that much life.) At the beginning of each of your postcombat main phases, if you gained 3 or more life this turn, exile Sorin, then return him to the battlefield transformed under his owner's control. 1/4 ----- -- - BACK FACE - - - Sorin, Ravenous Neonate Legendary Planeswalker -- Sorin Extort (Whenever you cast a spell, you may pay {W/B}. If you do, each opponent loses 1 life and you gain that much life.) [+2]: Create a Food token. [-1]: Sorin deals damage equal to the amount of life you gained this turn to any target. [-6]: Gain control of target creature. It becomes a Vampire in addition to its other types. Put a lifelink counter on it if you control a white permanent other than that creature or L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spara's Headquarters Land -- Forest Plains Island {T}: Add {G}, {W}, or {U}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Springheart Nantuko 1 G Enchantment Creature -- Insect Monk Bestow {1}{G} Enchanted creature gets +1/+1. Landfall -- Whenever a land you control enters, you may pay {1}{G} if this permanent is attached to a creature you control. If you do, create a token that's a copy of that creature. If you didn't create a token this way, create a 1/1 green Insect creature token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Static Prison W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters). At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunpetal Grove Land This land enters tapped unless you control a Forest or a Plains. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Caryatid 1 G Creature -- Plant Defender, hexproof {T}: Add one mana of any color. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tamiyo, Inquisitive Student U Legendary Creature -- Moonfolk Wizard Flying Whenever Tamiyo attacks, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") When you draw your third card in a turn, exile Tamiyo, then return her to the battlefield transformed under her owner's control. 0/3 ----- BACK FACE ----- Tamiyo, Seasoned Scholar Legendary Planeswalker -- Tamiyo [+2]: Until your next turn, whenever a creature attacks you or a planeswalker you control, it gets -1/-0 until end of turn. [-3]: Return target instant or sorcery card from your graveyard to your hand. If it's a green card, add one mana of any color. [-7]: Draw cards equal to half the number of cards in your library, rounded up. You get an emblem with "You have no PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Teferi, Time Raveler 1 W U Legendary Planeswalker -- Teferi Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Temple Garden Land -- Forest Plains ({T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Teyo, Aegis Adept Legendary Planeswalker -- Teyo [+1]: Up to one target creature's base power perpetually becomes equal to its toughness. It perpetually gains "This creature can attack as though it didn't have defender." [-2]: Conjure a card named Lumbering Lightshield onto the battlefield. [-6]: You get an emblem with "At the beginning of your end step, return target white creature card from your graveyard to the battlefield. You gain life equal to its toughness." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Battle of Bywater Sorcery Destroy all creatures with power 3 or greater. Then create a Food token for each creature you control. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Birth of Meletis Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Search your library for a basic Plains card, reveal it, put it into your hand, then shuffle. II -- Create a 0/4 colorless Wall artifact creature token with defender. III -- You gain 2 life. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
The Necrobloom Legendary Creature -- Plant Landfall -- Whenever a land you control enters, create a 0/1 green Plant creature token. If you control seven or more lands with different names, create a 2/2 black Zombie creature token instead. Land cards in your graveyard have dredge 2. (You may return a land card from your graveyard to your hand and mill two cards instead of drawing a card.) 2/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Pride of Hull Clade Legendary Creature -- Crocodile Elk Turtle This spell costs {X} less to cast, where X is the total toughness of creatures you control. Defender {2}{U}{U}: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender. 2/15 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Reality Chip Legendary Artifact Creature -- Equipment Jellyfish You may look at the top card of your library any time. As long as The Reality Chip is attached to a creature, you may play lands and cast spells from the top of your library. Reconfigure {2}{U} ({2}{U}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.) 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thieving Aven Creature -- Bird Rogue Flying Whenever Thieving Aven deals combat damage to a player, heist target opponent's library. Whenever you cast a spell you don't own, put a +1/+1 counter on Thieving Aven. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Toxic Deluge 2 B Sorcery As an additional cost to cast this spell, pay X life. All creatures get -X/-X until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unable to Scream U 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underground Mortuary Land -- Swamp Forest {T}: Add {B} or {G}.) 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	Verdant Catacombs Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Wall of Blossoms 1 G Creature -- Plant Wall Defender When this creature enters, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wastes Basic Land {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wastewood Verge Land {T}: Add {G}. {T}: Add {B}. Activate only if you control a Swamp or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Watery Grave Land -- Island Swamp {T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Welcoming Vampire 2 W Creature -- Vampire Flying Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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