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| <b>Abhorrent Oculus</b> ②④<br>Creature -- Eye<br>As an additional cost to cast this spell, exile six cards from your graveyard.<br>Flying<br>At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Agatha's Soul Cauldron</b> ②<br>Legendary Artifact<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Arid Mesa</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                               | <b>Avacyn's Pilgrim</b> ⑥<br>Creature -- Human Monk<br>{T}: Add {W}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                              |
| <b>Birds of Paradise</b> ⑥<br>Creature -- Bird<br>Flying<br>{T}: Add one mana of any color.<br><div>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                           | <b>Birthing Ritual</b> ①⑥<br>Enchantment<br>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                  | <b>Boseiju, Who Endures</b><br>Legendary Land<br>{T}: Add {G}.<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Botanical Sanctum</b><br>Land<br>This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {G} or {U}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div>Brainstorm</div> <div>Instant</div> <div>Draw three cards, then put two cards from your hand on top of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                         | <div>Breeding Pool</div> <div>Land -- Forest Island</div> <div>{T}: Add {G} or {U}.)<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>Bridgeworks Battle</div> <div>Sorcery</div> <div>Target creature you control gets +2/+2 until end of turn. It fights up to one target creature you don't control. (Each deals damage equal to its power to the other.)</div> <div>----- BACK FACE -----</div> <div>Tanglespan Bridgeworks</div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Brightglass Gearhulk</div> <div>Artifact Creature -- Construct</div> <div>First strike, trample<br/>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.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>   |
| <div>Bristly Bill, Spine Sower</div> <div>Legendary Creature -- Plant Druid</div> <div>Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature.<br/>{3}{G}{G}: Double the number of +1/+1 counters on each creature you control.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Brushland</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {G} or {W}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                 | <div>Chittering Illuminator</div> <div>Enchantment Creature -- Squirrel Glimmer</div> <div>As long as Chittering Illuminator is at the top of your library, you may look at it any time and you may cast it.<br/>As long as the top card of your library is a creature card, you may look at it any time and you may cast it.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     | <div>Chord of Calling</div> <div>Instant</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <b>Chrome Mox</b> <span>0</span> </div> <div>Artifact</div> <div> <p>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.</p> <p>{T}: Add one mana of any of the exiled card's colors.</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                    | <div> <b>Deathrite Shaman</b> <span>B/0</span> </div> <div>Creature -- Elf Shaman</div> <div> <p>{T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)</p> <p>{B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.</p> <p>{G}, {T}: Exile target creature card from a graveyard. You gain 2 life.</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Delighted Halfling</b> <span>6</span> </div> <div>Creature -- Halfling Citizen</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Dig Through Time</b> <span>6UU</span> </div> <div>Instant</div> <div> <p>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)</p> <p>Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</p> </div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>  |
| <div> <b>Eiganjo, Seat of the Empire</b> </div> <div>Legendary Land</div> <div> <p>{T}: Add {W}.</p> <p>Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Eldritch Evolution</b> <span>166</span> </div> <div>Sorcery</div> <div> <p>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.</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                  | <div> <b>Elvish Mystic</b> <span>6</span> </div> <div>Creature -- Elf Druid</div> <div> <p>{T}: Add {G}.</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                       | <div> <b>Endurance</b> <span>166</span> </div> <div>Creature -- Elemental Incarnation</div> <div> <p>Flash</p> <p>Reach</p> <p>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.</p> </div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <div><div><div>Enduring Innocence</div><div><div>1</div><div>W</div><div>W</div></div></div><div>Enchantment Creature -- Sheep Glimmer</div><div>Lifelink<br/>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.<br/>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.)</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fauna Shaman</div><div><div>1</div><div>G</div></div></div><div>Creature -- Elf Shaman</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>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fiend Artisan</div><div><div>B/G</div><div>B/G</div></div></div><div>Creature -- Nightmare</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>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Finale of Devastation</div><div><div>X</div><div>G</div><div>G</div></div></div><div>Sorcery</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Flooded Strand</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                               | <div><div><div>Floodfarm Verge</div></div><div>Land</div><div>{T}: Add {W}.<br/>{T}: Add {U}. Activate only if you control a Plains or an Island.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                         | <div><div><div>Forest</div></div><div>Basic Land -- Forest</div><div>( {T} ): Add {G} . )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                 | <div><div><div>Fuel Tank Feaster</div><div><div>1</div><div>G</div></div></div><div>Creature -- Ooze Druid</div><div>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."<br/>{T}: Add one mana of any color.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                |

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| <div> <div>Generous Ent</div> <div> <div>5</div> <div>6</div> </div> </div> <div> <div>Creature -- Treefolk</div> <div> <div>Reach</div> <div>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div> <div>Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</div> </div> <div> <div>5/7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Giver of Runes</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Kor Cleric</div> <div> <div>{T}: Another target creature you control gains protection from colorless or from the color of your choice until end of turn.</div> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                        | <div> <div>Glacial Fortress</div> <div></div> </div> <div> <div>Land</div> <div> <div>This land enters tapped unless you control a Plains or an Island.</div> <div>{T}: Add {W} or {U}.</div> </div> <div></div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                             | <div> <div>Guide of Souls</div> <div> <div>W</div> </div> </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).</div> <div>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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Hallowed Fountain</div> <div></div> </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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                      | <div> <div>Haywire Mite</div> <div> <div>1</div> </div> </div> <div> <div>Artifact Creature -- Insect</div> <div> <div>When this creature dies, you gain 2 life.</div> <div>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</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>Hedge Maze</div> <div></div> </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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Helping Hand</div> <div> <div>W</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Return target creature card with mana value 3 or less from your graveyard to the battlefield tapped.</div> </div> <div></div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                |

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| <div><div><div>Hinterland Harbor</div><div>Land</div><div>This land enters tapped unless you control a Forest or an Island.<br/>{T}: Add {G} or {U}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                         | <div><div><div>Hushwood Verge</div><div>Land</div><div>{T}: Add {G}.<br/>{T}: Add {W}. Activate only if you control a Forest or a Plains.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                               | <div><div><div>Invasion of Ikoría</div><div>Battle -- Siege</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.)<br/>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>D 6</div><div>----- BACK FACE -----</div><div><div>Zilortha, Apex of Ikoría</div><div>Legendary Creature -- Dinosaur</div><div>Reach<br/>For each non-Human creature you control, you may have that creature assign its combat damage as though it weren't blocked.</div><div>8/8</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                        |
| <div><div><div>Keen-Eyed Curator</div><div>Creature -- Raccoon Scout</div><div>As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.<br/>{1}: Exile target card from a graveyard.</div><div>3/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Knight of Autumn</div><div>Creature -- Dryad Knight</div><div>When this creature enters, choose one --<br/>* Put two +1/+1 counters on this creature.<br/>* Destroy target artifact or enchantment.<br/>* You gain 4 life.</div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Leaf-Leap Guide</div><div>Creature -- Frog Scout</div><div>Vigilance<br/>Whenever another creature you control enters, Leaf-Leap Guide and that creature perpetually get +1/+1.<br/>{1}, {T}: Return another target creature you control to its owner's hand.</div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                   | <div><div><div>Llanowar Elves</div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div> <div>Lórien Revealed</div> <div> <div>3</div> <div>U</div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>Draw three cards.</p> <p>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Lush Portico</div> </div> <div>Land -- Forest Plains</div> <div> <p>([T]: Add [G] or [W].)</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Malevolent Rumble</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Sorcery</div> <div> <p>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add [C]."</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                           | <div> <div>Marsh Flats</div> </div> <div>Land</div> <div> <p>[T], Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                         |
| <div> <div>Meticulous Archive</div> </div> <div>Land -- Plains Island</div> <div> <p>([T]: Add [W] or [U].)</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                     | <div> <div>Misty Rainforest</div> </div> <div>Land</div> <div> <p>[T], Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                        | <div> <div>Mockingbird</div> <div> <div>X</div> <div>U</div> </div> </div> <div>Creature -- Bird Bard</div> <div> <p>Flying</p> <p>You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Nadu, Winged Wisdom</div> <div> <div>1</div> <div>G</div> <div>U</div> </div> </div> <div>Legendary Creature -- Bird Wizard</div> <div> <p>Flying</p> <p>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."</p> </div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div> <div>Nature's Rhythm</div> <div> <div>X</div> <div>G</div> <div>G</div> </div> </div> <div>Sorcery</div> <div> <p>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p> <p>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.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Neoform</div> <div> <div>G</div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, sacrifice a creature.</p> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Ocelot Pride</div> <div> <div>W</div> </div> </div> <div>Creature -- Cat</div> <div> <p>First strike, lifelink</p> <p>Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)</p> <p>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.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Once Upon a Time</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Instant</div> <div> <p>If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Otawara, Soaring City</div> </div> <div>Legendary Land</div> <div> <p>{T}: Add {U}.</p> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                        | <div> <div>Overgrown Farmland</div> </div> <div>Land</div> <div> <p>This land enters tapped unless you control two or more other lands.</p> <p>{T}: Add {G} or {W}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                              | <div> <div>Path to Exile</div> <div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                     | <div> <div>Phantasmal Image</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Creature -- Illusion</div> <div> <p>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."</p> </div> <div> <div>0/0</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                            |



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| <b>Phelia, Exuberant Shepherd</b> (1)(W)<br>Legendary Creature -- Dog<br>Flash<br>Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Pippin, Guard of the Citadel</b> (W)(U)<br>Legendary Creature -- Halfling Soldier<br>Vigilance, ward {1}<br>{T}: Another target creature you control gains protection from the card type of your choice until end of turn. (It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything of that type.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Plains</b><br>Basic Land -- Plains<br>({T}: Add {W}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                               | <b>Polluted Delta</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                   |
| <b>Prismatic Ending</b> (X)(W)<br>Sorcery<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                        | <b>Prismatic Vista</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                | <b>Ranger-Captain of Eos</b> (1)(W)(W)<br>Creature -- Human Soldier Ranger<br>When this creature enters, you may search your library for a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.<br>Sacrifice this creature: Your opponents can't cast noncreature spells this turn.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Ranger of Eos</b> (3)(W)<br>Creature -- Human Soldier Ranger<br>When this creature enters, you may search your library for up to two creature cards with mana value 1 or less, reveal them, put them into your hand, then shuffle.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div> <div>Razorgrass Ambush</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div>Razorgrass Ambush deals 3 damage to target attacking or blocking creature.</div> <div>----- BACK FACE -----</div> <div> <div>Razorgrass Field</div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Razorverge Thicket</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                 | <div> <div>Recruiter of the Guard</div> <div> <div>2</div> <div>W</div> </div> </div> <div>Creature -- Human Soldier</div> <div>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.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                               | <div> <div>Restless Anchorage</div> <div>Land</div> <div>This land enters tapped. {T}: Add {W} or {U}. {1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land. Whenever this land attacks, create a Map token.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                 | <div> <div>Scythecat Cub</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Creature -- Cat</div> <div>Trample<br/>Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature you control. If this is the second time this ability has resolved this turn, double the number of +1/+1 counters on that creature instead.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Shifting Woodland</div> <div>Land</div> <div>This land enters tapped unless you control a Forest. {T}: Add {G}. 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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Skyclave Apparition</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </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. 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> |

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| <div> <div>Snow-Covered Forest</div> <div>Basic Snow Land -- Forest</div> <div> <div> <div>{T}: Add {G}.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                          | <div> <div>Snow-Covered Plains</div> <div>Basic Snow Land -- Plains</div> <div> <div> <div>{T}: Add {W}.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                     | <div> <div> <div>Solitude</div> <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div>Creature -- Elemental Incarnation</div> <div> <div>Flash</div> <div>Lifelink</div> <div>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.</div> <div>Evoked--Exile a white card from your hand.</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>Spara's Headquarters</div> <div>Land -- Forest Plains Island</div> <div> <div> <div>{T}: Add {G}, {W}, or {U}.</div> <div>This land enters tapped.</div> <div>Cycling {3} ({3}, Discard this card: Draw a card.)</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div> <div>Springheart Nantuko</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Enchantment Creature -- Insect Monk</div> <div> <div>Bestow {1}{G}</div> <div>Enchanted creature gets +1/+1.</div> <div>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.</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>Static Prison</div> <div> <div>W</div> </div> </div> <div>Enchantment</div> <div> <div>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters).</div> <div>At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Sunpetal Grove</div> <div>Land</div> <div> <div>This land enters tapped unless you control a Forest or a Plains.</div> <div>{T}: Add {G} or {W}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                           | <div> <div> <div>Swords to Plowshares</div> <div> <div>W</div> </div> </div> <div>Instant</div> <div> <div>Exile target creature. Its controller gains life equal to its power.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                    |

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| <div><div>Sylvan Safekeeper</div><div><div>G</div></div></div> <div><div>Creature -- Human Wizard</div></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 PLAYbotbox.dev</div></div> | <div><div>Tamiyo, Inquisitive Student</div><div><div>U</div></div></div> <div><div>Legendary Creature -- Moonfolk Wizard</div></div> <div><div>Flying</div><div>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.</div></div> <div><div>0/3</div></div> <div><div>----- BACK FACE -----</div></div> <div><div>Tamiyo, Seasoned Scholar</div></div> <div><div>Legendary Planeswalker -- Tamiyo</div></div> <div><div>[+2]: Until your next turn, whenever a creature attacks you or a planeswalker you control, it gets -1/-0 until end of turn.<br/>[-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.<br/>[-7]: Draw cards equal to half the number of cards in your library, rounded up. You get an emblem with "You have no</div></div> <div><div>L 2</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Teferi, Time Raveler</div><div><div>1WU</div></div></div> <div><div>Legendary Planeswalker -- Teferi</div></div> <div><div>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.<br/>[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</div></div> <div><div>L 4</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Temple Garden</div></div> <div><div>Land -- Forest Plains</div></div> <div><div>([T]: Add [G] or [W].)<br/>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 PLAYbotbox.dev</div></div>                                                                                                                   |
| <div><div>Unnatural Summons</div><div><div>1GU</div></div></div> <div><div>Sorcery</div></div> <div><div>If you weren't the starting player, this spell costs {1} less to cast. Manifest dread.<br/>Rebound</div></div> <div><div>6/6</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                            | <div><div>Uro, Titan of Nature's Wrath</div><div><div>1GU</div></div></div> <div><div>Legendary Creature -- Elder Giant</div></div> <div><div>When Uro enters, sacrifice it unless it escaped.<br/>Whenever Uro enters or attacks, you gain 3 life and draw a card, then you may put a land card from your hand onto the battlefield.<br/>Escape--[G][G][U][U], 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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | <div><div>Verdant Catacombs</div></div> <div><div>Land</div></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 PLAYbotbox.dev</div></div>                                                                                                                                                                                                                  | <div><div>Verdant Dread</div><div><div>1G</div></div></div> <div><div>Enchantment</div></div> <div><div>Whenever Verdant Dread or another permanent you control named Verdant Dread enters, manifest dread.<br/>[3][G][G]: Conjure a card named Verdant Dread onto the battlefield. Activate only as a sorcery.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

Willowrush Verge

Land

{T}: Add {U}.  
{T}: Add {G}. Activate only if you control a Forest or an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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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

Witch Enchanter

Creature -- Human Warlock

When this creature enters, destroy target artifact or enchantment an opponent controls.

2/2

--- BACK FACE ---

Witch-Blessed Meadow

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.  
{T}: Add {W}.

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

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Playtest cards - Bagyilisk - Gladiator (Sword and Sandals Showdown: EMEA Week 20 2025)

sheet 13/13 - 4 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;  
horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.