

Agatha's Soul Cauldron 2 Legendary Artifact 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Avacyn's Pilgrim 6 Creature -- Human Monk {T}: Add {W}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Birds of Paradise 6 Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Birthing Ritual 16 Enchantment 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bitter Triumph 1B Instant As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bleachbone Verge Land {T}: Add {B}. {T}: Add {W}. Activate only if you control a Plains or a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodchief's Thirst B Sorcery Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.) Destroy target creature or planeswalker with mana value 2 or less. If this spell was kicked, instead destroy target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Brightglass GearhulkGGWW 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 PLAYbotbox.dev
Chthonian Nightmare1B Enchantment When this enchantment enters, you get {E}{E}{E} (three energy counters). Pay X {E}, Sacrifice a creature, Return this enchantment to its owner's hand: Return target creature card with mana value X from your graveyard to the battlefield. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Contagious Vorrac2G Creature -- Phyrexian Boar Beast When this creature enters, look at the top four cards of your library. You may reveal a land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. If you didn't put a card into your hand this way, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deathrite ShamanB/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 PLAYbotbox.dev

Decimator of the Provinces (10) Creature -- Eldrazi Boar Emerge {6}{G}{G}{G} (You may cast this spell by sacrificing a creature and paying the emerge cost reduced by that creature's mana value.) When you cast this spell, creatures you control get +2/+2 and gain trample until end of turn. Trample, haste 7/7 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	Dismember (1 BP BP) Instant ({B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drover of the Swine (2 W B G) Creature -- Human Warlock When Drover of the Swine enters, choose one -- * Conjure a card of your choice from the Three Pigs spellbook onto the battlefield. * Return up to three target Boar creature cards with different names from your graveyard to the battlefield. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Eiganjo, Seat of the Empire Legendary Land {T}: Add {W}. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Mystic (G) Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emperor of Bones (1 B) Creature -- Skeleton Noble At the beginning of combat on your turn, exile up to one target card from a graveyard. {1}{B}: Adapt 2. Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	End-Raze Forerunners (5 G G G) Creature -- Boar Vigilance, trample, haste When this creature enters, other creatures you control get +2/+2 and gain vigilance and trample until end of turn. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Endurance 166 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 PLAYbotbox.dev	Faceless Agent 3 Creature -- Shapeshifter Changeling When Faceless Agent enters the battlefield, seek a creature card of the most prevalent creature type in your library. (To seek a card, put one at random from your library into your hand.) 2/2 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	Fatal Push B Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
First Little Pig 16W Creature -- Boar {1}{G/W}: Exile target artifact or enchantment. Activate only once. 2/2 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	Fuel Tank Feaster 16 Creature -- Ooze Druid 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Furgul, Quag Nurturer 2B6 Legendary Creature -- Elf Shaman At the beginning of your end step, conjure a card named Slimy Dualleech onto the battlefield if you control no Leeches. Otherwise, put a +1/+1 counter on each Leech you control. {T}, Sacrifice a creature: Add an amount of {G} equal to the sacrificed creature's power. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Get Lost 1W Instant Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Godless Shrine Land -- Plains Swamp {T}: Add {W} 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	Guide of Souls W Creature -- Human Cleric 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Invasion of Ikorla X66 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jessie Zane, Fangbringer 166 Legendary Creature -- Human Assassin Deathtouch When Jessie Zane enters and whenever you cast a Snake spell, conjure a card named Ambush Viper into the top six cards of your library at random. It perpetually gains "When this creature enters, draw a card." 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jet Collector 16 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 PLAY botbox.dev

Liliana, the Last Hope (1)(B)(B) Legendary Planeswalker -- Liliana [+1]: Up to one target creature gets -2/-1 until your next turn. [-2]: Mill two cards, then you may return a creature card from your graveyard to your hand. [-7]: You get an emblem with "At the beginning of your end step, create X 2/2 black Zombie creature tokens, where X is two plus the number of Zombies you control." L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves (G) Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Nantuko Slicer (2)(G)(G) Creature -- Insect Kicker {B} 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." 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nature's Rhythm (X)(G)(G) 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}{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 PLAY botbox.dev

Nessian Boar 3GG Creature -- Boar All creatures able to block this creature do so. Whenever this creature becomes blocked by a creature, that creature's controller draws a card. 10/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nethergoyf B Creature -- Lhurgoyf Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1. Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.) */1+* 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 PLAYbotbox.dev	Orcish Bowmasters 1B 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 PLAYbotbox.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. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overlord of the Balemurk 3BB Enchantment Creature -- Avatar Horror Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Path to Exile W Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pearl Collector 2B Creature -- Human Warlock Deathtouch, Lifelink At the beginning of your second main phase, if you gained 4 or more life this turn, conjure a card named Mox Pearl into your hand. This ability triggers only once. {2}{W}: Another target creature perpetually gains lifelink. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Perforator Crocodile 3 B B B Creature -- Crocodile When Perforator Crocodile enters, for each creature your opponents control, conjure a card named Stab Wound onto the battlefield attached to that creature. Cycling {1}{B} 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	Porcine Portent 3 W Enchantment When Porcine Portent enters, conjure a card of your choice from the Three Pigs spellbook onto the battlefield. Boars you control get +1/+1. ----- ADVENTURE ----- Lend a Ham 2 B Instant -- Adventure Exile target creature. You gain 1 life for each Boar you control. 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	Putrefying Rotboar 2 B B Creature -- Elemental Boar Lifelink Whenever a Boar you control attacks, each nonland card in defending player's hand perpetually gains "When you cast this spell, you lose 1 life." 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Restless Cottage Land This land enters tapped. {T}: Add {B} or {G}. {2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land. Whenever this land attacks, create a Food token and exile up to one target card from a graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Restless Fortress Land This land enters tapped. {T}: Add {W} or {B}. {2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land. Whenever this land attacks, defending player loses 2 life and you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Revitalizing Repast Instant Put a +1/+1 counter on target creature. It gains indestructible until end of turn. BACK FACE Old-Growth Grove Land This land enters tapped. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Second Little Pig Creature -- Boar {2}{W/B}{W/B}: Second Little Pig perpetually becomes a Boar Spirit with base power and toughness 4/4 and gains flying. Activate only if Second Little Pig isn't a Spirit. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shadowspear Legendary Artifact -- Equipment Equipped creature gets +1/+1 and has trample and lifelink. {1}: Permanents your opponents control lose hexproof and indestructible until end of turn. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Shadowy Backstreet Land -- Plains Swamp {T}: Add {W} or {B}.) 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	Sheoldred, the Apocalypse Legendary Creature -- Phyrexian Praetor Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shifting Woodland Land 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skyclave Apparition Creature -- Kor Spirit 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Forest Basic Snow Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Swamp Basic Snow Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Solitude 3WW 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
Springheart Nantuko 1G 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	Spymaster's Vault Land This land enters tapped unless you control a Swamp. {T}: Add {B}. {B}, {T}: Target creature you control connives X, where X is the number of creatures that died this turn. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swarm Saboteur 1B Creature -- Human Ninja Ninjutsu {B} Deathtouch Whenever this creature deals combat damage to a player, conjure a card named Virus Beetle into your hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Swine Rebellion (2)(G) Sorcery If you control three or more Boars with different names, conjure each card from the Three Pigs spellbook onto the battlefield. If you control two or fewer Boars with different names, conjure two cards of your choice from the Three Pigs spellbook into your hand, then put one of them onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swords to Plowshares (W) Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sylvan Caryatid (1)(G) Creature -- Plant Defender, hexproof {T}: Add one mana of any color. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Takenuma, Abandoned Mire Legendary Land {T}: Add {B}. Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Wandering Emperor (2)(W)(W) Legendary Planeswalker Flash As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant. [+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn. [-1]: Create a 2/2 white Samurai creature token with vigilance. [-2]: Exile target tapped creature. You gain 2 life. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Third Little Pig (1)(B/G) Creature -- Boar Whenever you conjure one or more other cards, Third Little Pig perpetually gets +1/+1. This ability also triggers if Third Little Pig is in your graveyard. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Three Tree Battalion (3)(W) Instant Look at the top six cards of your library. You may put a creature card with mana value 3 or less from among them onto the battlefield, then conjure a duplicate of that card onto the battlefield. The duplicate perpetually has base power and toughness 1/1. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

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

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

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

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Whenever Verdant Dread or another permanent you control named Verdant Dread enters, manifest dread.

{3}{G}{G}: Conjure a card named Verdant Dread onto the battlefield. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Specialize {2}
{1}: Exile target card from a
graveyard.
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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

Wingbane Vantasaur 2GG Creature -- Dinosaur Reach When Wingbane Vantasaur enters, choose one -- * Conjure a card named Savage Stomp into your hand. * Conjure a card named Naturalize into your hand. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Yasharn, Implacable Earth 2GW Legendary Creature -- Elemental Boar When Yasharn enters, search your library for a basic Forest card and a basic Plains card, reveal those cards, put them into your hand, then shuffle. Players can't pay life or sacrifice nonland permanents to cast spells or activate abilities. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	You Line Up the Shot G Instant Choose one -- * Aim for the Wyvern -- Conjure a card named Plummet into your hand. * Aim for the Cursed Amulet -- Conjure a card named Naturalize into your hand. * Fire a Warning Shot -- Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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