

**B G**

This spell can't be countered.  
Destroy target nonland permanent  
with mana value 3 or less.

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① W W

Vigilance  
Adeline's power is equal to the number of creatures you control. Whenever you attack, for each opponent, create a 1/1 white Human creature token that's tapped and attacking that player or a planeswalker they control.

**\* / 4**

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## Land

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

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Ⓒ

Flying  
{T}: Add one mana of any color.

0/1

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1 B

At the beginning of your upkeep, you lose 1 life and create a 1/1 black Faerie Rogue creature token with flying.

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1 B

As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.

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Land

{T}: Add {B}.  
{T}: Add {W}. Activate only if you control a Plains or a Swamp.

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## Land

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

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| <div>Blooming Marsh</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {B} or {G}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                 | <div>Boseiju, Who Endures</div> <div>Legendary Land</div> <div> <p>{T}: Add {G}.</p> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Brightglass Gearhulk GGWW</div> <div>Artifact Creature -- Construct</div> <div> <p>First strike, trample</p> <p>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.</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                       | <div>Caretaker's Talent 2W</div> <div>Enchantment -- Class</div> <div> <p>(Gain the next level as a sorcery to add its ability.)</p> <p>Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn.</p> <p>{W}: Level 2</p> <p>When this Class becomes level 2, create a token that's a copy of target token you control.</p> <p>{3}{W}: Level 3</p> <p>Creature tokens you control get +2/+2.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div>Case of the Stashed Skeleton 1B</div> <div>Enchantment -- Case</div> <div> <p>When this Case enters, create a 2/1 black Skeleton creature token and suspect it. (It has menace and can't block.)</p> <p>To solve -- You control no suspected Skeletons. (If unsolved, solve at the beginning of your end step.)</p> <p>Solved -- {1}{B}, Sacrifice this Case: Search your library for a card, put it into your hand, then shuffle. Activate only as a sorcery.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Concealed Courtyard</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {W} or {B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                            | <div>Corpses of the Lost 2B</div> <div>Enchantment</div> <div> <p>Skeletons you control get +1/+0 and have haste.</p> <p>When this enchantment enters, create a 2/2 black Skeleton Pirate creature token.</p> <p>At the beginning of your end step, if you descended this turn, you may pay 1 life. If you do, return this enchantment to its owner's hand. (You descended if a permanent card was put into your graveyard from anywhere.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Cut Down B</div> <div>Instant</div> <div> <p>Destroy target creature with total power and toughness 5 or less.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                       |

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| <div> <b>Darkstar Banisher</b> <span>1</span><span>W</span><span>B</span> </div> <div>           Creature -- Bat Cleric         </div> <div> <p>Flying</p> <p>When Darkstar Banisher enters, exile target nonland permanent with mana value 4 or less an opponent controls.</p> <p>When Darkstar Banisher leaves the battlefield, the exiled card's owner seeks a card that shares a card type with the exiled card.</p> </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                           | <div> <b>Deathrite Shaman</b> <span>B/G</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 PLAY           botbox.dev         </div> </div> | <div> <b>Delighted Halfling</b> <span>G</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 PLAY           botbox.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></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                       |
| <div> <b>Elspeth, Storm Slayer</b> <span>3</span><span>W</span><span>W</span> </div> <div>           Legendary Planeswalker -- Elspeth         </div> <div> <p>If one or more tokens would be created under your control, twice that many of those tokens are created instead.</p> <p>[+1]: Create a 1/1 white Soldier creature token.</p> <p>[0]: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn.</p> <p>[-3]: Destroy target creature an opponent controls with mana value 3 or greater.</p> </div> <div> <div>L 5</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Elvish Mystic</b> <span>G</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 PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                                                                                    | <div> <b>Emmara, Soul of the Accord</b> <span>G</span><span>W</span> </div> <div>           Legendary Creature -- Elf Cleric         </div> <div> <p>Whenever Emmara becomes tapped, create a 1/1 white Soldier creature token with lifelink.</p> </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                      | <div> <b>Emperor of Bones</b> <span>1</span><span>B</span> </div> <div>           Creature -- Skeleton Noble         </div> <div> <p>At the beginning of combat on your turn, exile up to one target card from a graveyard.</p> <p>{1}{B}: Adapt 2.</p> <p>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.</p> </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |

**B**

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.

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**G W**

Reach, vigilance  
Whenever Finneas attacks, put a +1/+1 counter on each other creature you control that's a token or a Rabbit. Then if creatures you control have total power 10 or greater, draw a card.

2/2

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## Land

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

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WW

Legendary creatures you control get +2/+1 and have ward {1}.  
Nonlegendary creatures you control get +1/+1.

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Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Forest

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

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① ②

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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## Land -- Plains Swamp

As this land enters, you may pay 2 life. If you don't, it enters tapped.

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| <div> <b>Go for the Throat</b> <div> <div>1</div> <div>B</div> </div> </div> <div> Instant </div> <div> Destroy target nonartifact creature. </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                       | <div> <b>Guide of Souls</b> <div> <div>W</div> </div> </div> <div> Creature -- Human Cleric </div> <div> Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types. </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Hop to It</b> <div> <div>2</div> <div>W</div> </div> </div> <div> Sorcery </div> <div> Create three 1/1 white Rabbit creature tokens. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                | <div> <b>Hushwood Verge</b> </div> <div> Land </div> <div> {T}: Add {G}.<br/> {T}: Add {W}. Activate only if you control a Forest or a Plains. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                   |
| <div> <b>Inquisition of Kozilek</b> <div> <div>B</div> </div> </div> <div> Sorcery </div> <div> Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Isolated Chapel</b> </div> <div> Land </div> <div> This land enters tapped unless you control a Plains or a Swamp.<br/> {T}: Add {W} or {B}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                      | <div> <b>Join the Dance</b> <div> <div>G</div> <div>W</div> </div> </div> <div> Sorcery </div> <div> Create two 1/1 white Human creature tokens.<br/> Flashback {3}{G}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Knight of Autumn</b> <div> <div>1</div> <div>G</div> <div>W</div> </div> </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> <div>2/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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| <div><div>Legion's Landing</div><div>W</div></div> <div>Legendary Enchantment</div> <div>When Legion's Landing enters, create a 1/1 white Vampire creature token with lifelink.<br/>When you attack with three or more creatures, transform Legion's Landing.</div> <div>----- BACK FACE -----</div> <div><div>Adanto, the First Fort</div><div>Legendary Land</div><div>(Transforms from Legion's Landing.)<br/>{T}: Add {W}.<br/>{2}{W}, {T}: Create a 1/1 white Vampire creature token with lifelink.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Lingering Souls</div><div>2W</div></div> <div>Sorcery</div> <div>Create two 1/1 white Spirit creature tokens with flying.<br/>Flashback {1}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Llanowar Elves</div><div>G</div></div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                           | <div><div>Lord Skitter, Sewer King</div><div>2B</div></div> <div>Legendary Creature -- Rat Noble</div> <div>Whenever another Rat you control enters, exile up to one target card from an opponent's graveyard.<br/>At the beginning of combat on your turn, create a 1/1 black Rat creature token with "This token can't block."</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Lush Portico</div></div> <div>Land -- Forest Plains</div> <div>{T}: Add {G} or {W}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                  | <div><div>Marsh Flats</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                      | <div><div>Misty Rainforest</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Nurturing Peatland</div></div> <div>Land</div> <div>{T}, Pay 1 life: Add {B} or {G}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                  |

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| <div> <div>Ocelot Pride</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Cat</div> <div> <p>First strike, lifelink<br/>Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)<br/>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> <div>Orcish Bowmasters</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Orc Archer</div> <div> <p>Flash<br/>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.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Overgrown Tomb</div> </div> <div> <div>Land -- Swamp Forest</div> <div> <p>(<b>{T}</b>): Add <b>{B}</b> or <b>{G}</b>.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Path to Exile</div> <div> <div>W</div> </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> <div>Pawpatch Recruit</div> <div> <div>G</div> </div> </div> <div> <div>Creature -- Rabbit Warrior</div> <div> <p>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/>Trample<br/>Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                     | <div> <div>Plains</div> </div> <div> <div>Basic Land -- Plains</div> <div> <p>(<b>{T}</b>): Add <b>{W}</b>.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                       | <div> <div>Plains</div> </div> <div> <div>Basic Land -- Plains</div> <div> <p>(<b>{T}</b>): Add <b>{W}</b>.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                    | <div> <div>Plains</div> </div> <div> <div>Basic Land -- Plains</div> <div> <p>(<b>{T}</b>): Add <b>{W}</b>.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                     |

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| <div> <div>Pollen-Shield Hare</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Rabbit</div> <div>Creature tokens you control get +1/+1.</div> <div>2/2</div> <div>----- ADVENTURE -----</div> <div> <div>Hare Raising</div> <div>G</div> </div> <div>Sorcery -- Adventure</div> <div> <div>Target creature you control gains vigilance and gets +X/+X until end of turn, where X is the number of creatures you control.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Polluted Delta</div> </div> <div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                   | <div> <div>Preacher of the Schism</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Creature -- Vampire Cleric</div> <div> <div>Deathtouch</div> <div>Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink.</div> <div>Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life.</div> </div> <div>2/4</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Prismatic Vista</div> </div> <div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Raise the Alarm</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div>Create two 1/1 white Soldier creature tokens.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                | <div> <div>Ranger Class</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Enchantment -- Class</div> <div> <div>(Gain the next level as a sorcery to add its ability.)</div> <div>When this Class enters, create a 2/2 green Wolf creature token.</div> <div>{1}{G}: Level 2</div> <div>Whenever you attack, put a +1/+1 counter on target attacking creature.</div> <div>{3}{G}: Level 3</div> <div>You may look at the top card of your library any time.</div> <div>You may cast creature spells from the top of your library.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Ranger of Eos</div> <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Soldier Ranger</div> <div> <div>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.</div> </div> <div>3/2</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                           | <div> <div>Razorverge Thicket</div> </div> <div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.</div> <div>{T}: Add {G} or {W}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                     |

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| <div> <b>Sanguine Evangelist</b> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Vampire Cleric</div> <div> <p>Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)</p> <p>When this creature enters or dies, create a 1/1 black Bat creature token with flying.</p> </div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Scavenging Ooze</b> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Creature -- Ooze</div> <div> <p>{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.</p> </div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                          | <div> <b>Sentinel of the Nameless City</b> <div> <div>2</div> <div>G</div> </div> </div> <div> <div>Creature -- Merfolk Warrior Scout</div> <div> <p>Vigilance</p> <p>Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</p> </div> <div>3/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Shadow Summoning</b> <div> <div>W</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Create two tapped 1/1 white Spirit creature tokens with flying.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                    |
| <div> <b>Shadowy Backstreet</b> </div> <div> <div>Land -- Plains Swamp</div> <div> <p>{T}: Add {W} or {B}.)</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                         | <div> <b>Sheoldred, the Apocalypse</b> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Legendary Creature -- Phyrexian Praetor</div> <div> <p>Deathtouch</p> <p>Whenever you draw a card, you gain 2 life.</p> <p>Whenever an opponent draws a card, they lose 2 life.</p> </div> <div>4/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Silent Clearing</b> </div> <div> <div>Land</div> <div> <p>{T}, Pay 1 life: Add {W} or {B}.</p> <p>{1}, {T}, Sacrifice this land: Draw a card.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                         | <div> <b>Sinkhole Surveyor</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Bird Scout</div> <div> <p>Flying</p> <p>Whenever this creature attacks, you lose 1 life and this creature endures 1. (Put a +1/+1 counter on it or create a 1/1 white Spirit creature token.)</p> </div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div><div><div>Spectacle of Destruction</div><div>1B</div></div><div>Enchantment</div><div>Whenever one or more creatures die, put a wreck counter on this enchantment.<br/>At the beginning of your upkeep, if this enchantment has one or more wreck counters on it, remove a wreck counter from it and seek a nonland card.</div><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>Springheart Nantuko</div><div>1G</div></div><div>Enchantment Creature -- Insect Monk</div><div>Bestow {1}{G}<br/>Enchanted creature gets +1/+1.<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>Sunpetal Grove</div></div><div>Land</div><div>This land enters tapped unless you control a Forest or a Plains.<br/>{T}: Add {G} or {W}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                          | <div><div><div>Swamp</div></div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                               |
| <div><div><div>Swamp</div></div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                           | <div><div><div>Swords to Plowshares</div><div>W</div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                    | <div><div><div>Tear Asunder</div><div>1G</div></div><div>Instant</div><div>Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)<br/>Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>Temple Garden</div></div><div>Land -- Forest Plains</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Teysa of the Ghost Council</div><div>2WB</div></div><div>Legendary Creature -- Spirit Advisor</div><div>Starting intensity 0<br/>When Teysa enters, create a 1/1 white and black Spirit creature token with flying. Teysa intensifies by 1.<br/>Spirits you control get +X/+0, where X is Teysa's intensity.<br/>At the beginning of your end step, you may exile Teysa. If you do, at the beginning of your next upkeep, return Teysa to the battlefield under its owner's control and it gains haste.</div><div>0/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>The Wandering Emperor</div><div>2WW</div></div><div>Legendary Planeswalker</div><div>Flash<br/>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.<br/>[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.<br/>[-1]: Create a 2/2 white Samurai creature token with vigilance.<br/>[-2]: Exile target tapped creature. You gain 2 life.</div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Thoughtseize</div><div>B</div></div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div><div>Thraben Inspector</div><div>W</div></div><div>Creature -- Human Soldier</div><div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Toby, Beastie Befriender</div><div>2W</div></div><div>Legendary Creature -- Human Wizard</div><div>When Toby enters, create a 4/4 white Beast creature token with "This token can't attack or block alone."<br/>As long as you control four or more creature tokens, creature tokens you control have flying.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                           | <div><div><div>Underground Mortuary</div></div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                      | <div><div><div>Unearth</div><div>B</div></div><div>Sorcery</div><div>Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Verdant Catacombs</div></div><div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                              |

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| <div><div>Virtue of Loyalty</div><div>3WW</div></div> <div>Enchantment</div> <div>At the beginning of your end step, put a +1/+1 counter on each creature you control. Untap those creatures.</div> <div>----- ADVENTURE -----</div> <div><div>Ardenvale Fealty</div><div>1W</div></div> <div>Instant -- Adventure</div> <div>Create a 2/2 white Knight creature token with vigilance. (Then exile this card. You may cast the enchantment later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Voice of Resurgence</div><div>GW</div></div> <div>Creature -- Elemental</div> <div>Whenever an opponent casts a spell during your turn and when this creature dies, create a green and white Elemental creature token with "This token's power and toughness are each equal to the number of creatures you control."</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Voice of Victory</div><div>1W</div></div> <div>Creature -- Human Bard</div> <div>Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Warren Warleader</div><div>2WW</div></div> <div>Creature -- Rabbit Knight</div> <div>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) Whenever you attack, choose one --<br/>* Create a 1/1 white Rabbit creature token that's tapped and attacking.<br/>* Attacking creatures you control get +1/+1 until end of turn.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                   |
| <div><div>Wastes</div></div> <div>Basic Land</div> <div>{T}: Add {C}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                         | <div><div>Wastes</div></div> <div>Basic Land</div> <div>{T}: Add {C}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                         | <div><div>Wastewood Verge</div></div> <div>Land</div> <div>{T}: Add {G}.<br/>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                     | <div><div>Wedding Announcement</div><div>2W</div></div> <div>Enchantment</div> <div>At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it.</div> <div>----- BACK FACE -----</div> <div><div>Wedding Festivity</div></div> <div>Enchantment</div> <div>Creatures you control get +1/+1.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Witch Enchanter</div><div>Creature -- Human Warlock</div><div>When this creature enters, destroy target artifact or enchantment an opponent controls.</div></div><div><div>2/2</div><div>--- BACK FACE ---</div><div><div>Witch-Blessed Meadow</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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Woodland Cemetery</div><div>Land</div><div>This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
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