Abigale, Eloquent First-Year {W/B}{W/B}

Legendary Creature -- Bird Bard

Flying, first strike, lifelink
When Abigale enters, up to one other target creature loses all abilities. Put a flying counter, a first strike counter, and a lifelink counter on that creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Allosaurus Shepherd {G}

Creature -- Elf Shaman

This spell can't be countered.
Green spells you control can't be countered.
{4}{G}{G}: Until end of turn, each Elf creature you control has base power and toughness 5/5 and becomes a Dinosaur in addition to its other creature types.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ancient Tomb

Land

{T}: Add {C}{C}. This land deals 2 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Archon of Emeria {2}{W}

Creature -- Archon

Flying
Each player can't cast more than one spell each turn.
Nonbasic lands your opponents control enter tapped.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aura Shards {1}{G}{W}

Enchantment

Whenever a creature you control enters, you may destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Avacyn's Pilgrim {G}

Creature -- Human Monk

{T}: Add {W}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aven Interrupter {1}{W}{W}

Creature -- Bird Rogue

Flash
Flying
When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)
Spells your opponents cast from graveyards or from exile cost {2} more to cast.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aven Mindcensor {2}{W}

Creature -- Bird Wizard

Flash
Flying
If an opponent would search a library, that player searches the top four cards of that library instead.

2/1

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Badgermole Cub {1}{G}

Creature -- Badger Mole

When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)
Whenever you tap a creature for mana, add an additional {G}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bartolomé del Presidio {W}{B}

Legendary Creature -- Vampire Knight

Sacrifice another creature or artifact: Put a +1/+1 counter on Bartolomé del Presidio.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basking Broodscale {1}{G}

Creature -- Eldrazi Lizard

Devoid (This card has no color.)
{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)
Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Birds of Paradise {G}

Creature -- Bird

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

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Birthing Ritual {1}{G}

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 PLAY botbox.dev

Bloodflow Connoisseur {2}{B}

Creature -- Vampire

Sacrifice a creature: Put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodstained Mire

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloom Tender {1}{G}

Creature -- Elf Druid

Vivid -- {T}: For each color among permanents you control, add one mana of that color.

1/1

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Boseiju, Who Endures

Legendary Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bountiful Promenade

Land

This land enters tapped unless you have two or more opponents.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brigid, Clachan's Heart {2}{W}

Legendary Creature -- Kithkin Warrior

Whenever this creature enters or transforms into Brigid, Clachan's Heart, create a 1/1 green and white Kithkin creature token.
At the beginning of your first main phase, you may pay {G}. If you do, transform Brigid.

3/2

- - - BACK FACE - - -

Brigid, Doun's Mind

Legendary Creature -- Kithkin Soldier

{T}: Add X {G} or X {W}, where X is the number of other creatures you control.
At the beginning of your first main phase, you may pay {W}. If you do, transform Brigid.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Carrion Feeder {B}

Creature -- Zombie

This creature can't block.
Sacrifice a creature: Put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cavern of Souls

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Centaur Garden

Land

{T}: Add {G}. This land deals 1 damage to you.
Threshold -- {G}, {T}, Sacrifice this land: Target creature gets +3/+3 until end of turn. Activate only if there are seven or more cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chord of Calling {X}{G}{G}{G}

Instant

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Circle of Dreams Druid {G}{G}{G}

Creature -- Elf Druid

{T}: Add {G} for each creature you control.

2/1

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Collector Ouphe {1}{G}

Creature -- Ouphe

Activated abilities of artifacts can't be activated.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Command Tower

Land

{T}: Add one mana of any color in your commander's color identity.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cryptolith Rite {1}{G}

Enchantment

Creatures you control have "{T}: Add one mana of any color."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deafening Silence {W}

Enchantment

Each player can't cast more than one noncreature spell each turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deathrite Shaman {B/G}

Creature -- Elf Shaman

{T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)
{B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.
{G}, {T}: Exile target creature card from a graveyard. You gain 2 life.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Delighted Halfling {G}

Creature -- Halfling Citizen

{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Devoted Druid {1}{G}

Creature -- Elf Druid

{T}: Add {G}.
Put a -1/-1 counter on this creature: Untap this creature.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disruptor Flute {2}

Artifact

Flash
As this artifact enters, choose a card name.
Spells with the chosen name cost {3} more to cast.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

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Drannith Magistrate {1}{W}

Creature -- Human Wizard

Your opponents can't cast spells from anywhere other than their hands.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Earthcraft {1}{G}

Enchantment

Tap an untapped creature you control: Untap target basic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eidolon of Rhetoric {2}{W}

Enchantment Creature -- Spirit

Each player can't cast more than one spell each turn.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elves of Deep Shadow {G}

Creature -- Elf Druid

{T}: Add {B}. This creature deals 1 damage to you.

1/1

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

Endurance {1}{G}{G}

Creature -- Elemental Incarnation

Flash
Reach
When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.
Evoke--Exile a green card from your hand.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enduring Vitality {1}{G}{G}

Enchantment Creature -- Elk Glimmer

Vigilance
Creatures you control have "{T}: Add one mana of any color."
When Enduring Vitality 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.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Esper Sentinel {W}

Artifact Creature -- Human Soldier

Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is this creature's power.

1/1

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Ethersworn Canonist {1}{W}

Artifact Creature -- Human Cleric

Each player who has cast a nonartifact spell this turn can't cast additional nonartifact spells.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exotic Orchard

Land

{T}: Add one mana of any color that a land an opponent controls could produce.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Felothar, Dawn of the Abzan {W}{B}{G}

Legendary Creature -- Human Warrior

Trample
Whenever Felothar enters or attacks, you may sacrifice a nonland permanent. When you do, put a +1/+1 counter on each creature you control.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Finale of Devastation {X}{G}{G}

Sorcery

Search your library and/or graveyard for a creature card with mana value X or less and put it onto the battlefield. If you search your library this way, shuffle. If X is 10 or more, creatures you control get +X/+X and gain haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Formidable Speaker {2}{G}

Creature -- Elf Druid

When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.
{1}, {T}: Untap another target permanent.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gavony Township

Land

{T}: Add {C}.
{2}{G}{W}, {T}: Put a +1/+1 counter on each creature you control.

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Gemstone Caverns

Legendary Land

If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.
{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghost Quarter

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.

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

Growing Rites of Itlimoc (2)(G)

Legendary Enchantment

When Growing Rites of Itlimoc enters, look at the top four cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in any order.
At the beginning of your end step, if you control four or more creatures, transform Growing Rites of Itlimoc.

- - - BACK FACE - - -

Itlimoc, Cradle of the Sun

Legendary Land

(Transforms from Growing Rites of Itlimoc.)
{T}: Add {G}.
{T}: Add {G} for each creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hammerhead, Maggia Boss (1)(B)

Legendary Creature -- Human Rogue Villain

Sacrifice another creature or artifact: Put a +1/+1 counter on Hammerhead.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hashep Oasis

Land -- Desert

{T}: Add {C}.
{T}, Pay 1 life: Add {G}.
{1}{G}{G}, {T}, Sacrifice a Desert: Target creature gets +3/+3 until end of turn. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Icatian Moneychanger (W)

Creature -- Human

This creature enters with three credit counters on it.
When this creature enters, it deals 3 damage to you.
At the beginning of your upkeep, put a credit counter on this creature.
Sacrifice this creature: You gain 1 life for each credit counter on this creature. Activate only during your upkeep.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lazotep Quarry

Land -- Desert

{T}: Add {C}.
{T}, Sacrifice a creature: Add one mana of any color.
{X}{2}, {T}, Sacrifice a Desert: Exile target creature card with mana value X from your graveyard. Create a token that's a copy of it, except it's a 4/4 black Zombie. Activate only as a sorcery.

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Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mana Confluence

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Marionette Apprentice {1}{B}

Creature -- Human Artificer

Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.)
Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life.

1/2

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

Metastatic Evangel {1}{W}

Creature -- Phyrexian Human Cleric

Whenever another nontoken creature you control enters, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

3/1

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

Moonshadow {B}

Creature -- Elemental

Menace
This creature enters with six -1/-1 counters on it.
Whenever one or more permanent cards are put into your graveyard from anywhere while this creature has a -1/-1 counter on it, remove a -1/-1 counter from this creature.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nature's Chosen {G}

Enchantment -- Aura

Enchant creature you control
{0}: Untap enchanted creature. Activate only during your turn and only once each turn.
Tap enchanted creature: Untap target artifact, creature, or land. Activate only if enchanted creature is white and untapped and only once each turn.

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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

Null Rod (2)

Artifact

Activated abilities of artifacts can't be activated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Opposition Agent (2)(B)

Creature -- Human Rogue

Flash
You control your opponents while they're searching their libraries. While an opponent is searching their library, they exile each card they find. You may play those cards for as long as they remain exiled, and you may spend mana as though it were mana of any color to cast them.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Orcish Bowmasters (1)(B)

Creature -- Orc Archer

Flash
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overgrown Tomb

Land -- Swamp Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Tower

Legendary Land

{T}: Add {C}.
{T}, Sacrifice a creature: Add {B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polluted Delta

Land

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

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Ranger-Captain of Eos {1}{W}{W}

Creature -- Human Soldier Ranger

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.
Sacrifice this creature: Your opponents can't cast noncreature spells this turn.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rishkar, Peema Renegade {2}{G}

Legendary Creature -- Elf Druid

When Rishkar enters, put a +1/+1 counter on each of up to two target creatures.
Each creature you control with a counter on it has "{T}: Add {G}."

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shang-Chi, Master of Kung Fu {1}{G}

Legendary Creature -- Human Warrior Hero

You may activate abilities of creatures you control as though those creatures had haste.
{T}: Add two mana of any one color. Spend this mana only to activate abilities of creature sources.

2/2

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 {1}{W}{W}

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

Stony Silence {1}{W}

Enchantment

Activated abilities of artifacts can't be activated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Strangleroot Geist {G}{G}

Creature -- Spirit

Haste
Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Summon: Ixion {2}{W}

Enchantment Creature -- Saga Unicorn

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Aerospark -- Exile target creature an opponent controls until this Saga leaves the battlefield.
II, III -- Put a +1/+1 counter on each of up to two target creatures you control. You gain 2 life.
First strike

3/3

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Sylvan Safekeeper {G}

Creature -- Human Wizard

Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Talon Gates of Madara

Land -- Gate

When this land enters, up to one target creature phases out.
{T}: Add {C}.
{1}, {T}: Add one mana of any color.
{4}: Put this card from your hand onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tarnished Citadel

Land

{T}: Add {C}.
{T}: Add one mana of any color. This land deals 3 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tayam, Luminous Enigma {1}{W}{B}{G}

Legendary Creature -- Nightmare Beast

Each other creature you control enters with an additional vigilance counter on it.
{3}, Remove three counters from among creatures you control: Mill three cards, then return a permanent card with mana value 3 or less from your graveyard to the battlefield.

3/3

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 Queen of Dale {1}{W}

Legendary Creature -- Human Noble

Whenever an opponent casts their first noncreature spell each turn, you recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thousand-Year Elixir {3}

Artifact

You may activate abilities of creatures you control as though those creatures had haste.
{1}, {T}: Untap target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Touch the Spirit Realm {2}{W}

Enchantment

When this enchantment enters, exile up to one target artifact or creature until this enchantment leaves the battlefield.
Channel -- {1}{W}, Discard this card: Exile target artifact or creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Tyvar, Jubilant Brawler {1}{B}{G}

Legendary Planeswalker -- Tyvar

You may activate abilities of creatures you control as though those creatures had haste.
[+1]: Untap up to one target creature.
[-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield.

L 3

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Undergrowth Stadium

Land

This land enters tapped unless you have two or more opponents.
{T}: Add {B} or {G}.

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Vampiric Tutor {B}

Instant

Search your library for a card, then shuffle and put that card on top.
You lose 2 life.

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Verdant Catacombs

Land

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

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Wall of Roots {1}{G}

Creature -- Plant Wall

Defender
Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.

0/5

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Warden of the Grove {2}{G}

Creature -- Hydra

At the beginning of your end step, put a +1/+1 counter on this creature.
Whenever another nontoken creature you control enters, it endures X, where X is the number of counters on this creature. (Put X +1/+1 counters on the creature that entered or create an X/X white Spirit creature token.)

2/2

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White Plume Adventurer {2}{W}

Creature -- Orc Cleric

When this creature enters, you take the initiative.
At the beginning of each opponent's upkeep, untap a creature you control. If you've completed a dungeon, untap all creatures you control instead.

3/3

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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.

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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.

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Worldly Tutor (G)

Instant

Search your library for a creature card, reveal it, then shuffle and put the card on top.

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Yavimaya, Cradle of Growth

Legendary Land

Each land is a Forest in addition to its other land types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Young Wolf (G)

Creature -- Wolf

Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

1/1

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