

Ancient Cornucopia (2)(G) Artifact Whenever you cast a spell that's one or more colors, you may gain 1 life for each of that spell's colors. Do this only once each turn. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ancient Cornucopia (2)(G) Artifact Whenever you cast a spell that's one or more colors, you may gain 1 life for each of that spell's colors. Do this only once each turn. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ancient Cornucopia (2)(G) Artifact Whenever you cast a spell that's one or more colors, you may gain 1 life for each of that spell's colors. Do this only once each turn. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bonny Pall, Clearcutter (3)(G)(U)(U) Legendary Creature -- Giant Scout Reach When Bonny Pall enters, create Beau, a legendary blue 0x creature token with "Beau's power and toughness are each equal to the number of lands you control." Whenever you attack, draw a card, then you may put a land card from your hand or graveyard onto the battlefield. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bonny Pall, Clearcutter (3)(G)(U)(U) Legendary Creature -- Giant Scout Reach When Bonny Pall enters, create Beau, a legendary blue 0x creature token with "Beau's power and toughness are each equal to the number of lands you control." Whenever you attack, draw a card, then you may put a land card from your hand or graveyard onto the battlefield. 6/5 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	Clifftop Lookout (2)(G) Creature -- Frog Scout Reach When this creature enters, reveal cards from the top of your library until you reveal a land card. Put that card onto the battlefield tapped and the rest on the bottom of your library in a random order. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clifftop Lookout (2)(G) Creature -- Frog Scout Reach When this creature enters, reveal cards from the top of your library until you reveal a land card. Put that card onto the battlefield tapped and the rest on the bottom of your library in a random order. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Commercial District Land -- Mountain Forest {T}: Add {R} 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 PLAYbotbox.dev	Copperline Gorge Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Copperline Gorge Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Copperline Gorge Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Copperline Gorge Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Demolition Field Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doppelgang Sorcery For each of X target permanents, create X tokens that are copies of that permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doppelgang Sorcery For each of X target permanents, create X tokens that are copies of that permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Dreamdew Entrancer (2)(G)(U) Creature -- Frog Wizard Reach When this creature enters, tap up to one target creature and put three stun counters on it. If you control that creature, draw two cards. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dreamdew Entrancer (2)(G)(U) Creature -- Frog Wizard Reach When this creature enters, tap up to one target creature and put three stun counters on it. If you control that creature, draw two cards. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dreamdew Entrancer (2)(G)(U) Creature -- Frog Wizard Reach When this creature enters, tap up to one target creature and put three stun counters on it. If you control that creature, draw two cards. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hedge Maze Land -- Forest Island ({T}: Add {G} or {U}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hugs, Grisly Guardian (X)(R)(R)(G)(G) Legendary Creature -- Badger Warrior Trample When Hugs enters, exile the top X cards of your library. Until the end of your next turn, you may play those cards. You may play an additional land on each of your turns. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hugs, Grisly Guardian (X)(R)(R)(G)(G) Legendary Creature -- Badger Warrior Trample When Hugs enters, exile the top X cards of your library. Until the end of your next turn, you may play those cards. You may play an additional land on each of your turns. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hugs, Grisly Guardian (X)(R)(R)(G)(G) Legendary Creature -- Badger Warrior Trample When Hugs enters, exile the top X cards of your library. Until the end of your next turn, you may play those cards. You may play an additional land on each of your turns. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ill-Timed Explosion (2)(U)(R) Sorcery Draw two cards. Then you may discard two cards. When you do, Ill-Timed Explosion deals X damage to each creature, where X is the greatest mana value among cards discarded this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ill-Timed Explosion (2)(U)(R) Sorcery Draw two cards. Then you may discard two cards. When you do, Ill-Timed Explosion deals X damage to each creature, where X is the greatest mana value among cards discarded this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ill-Timed Explosion (2)(U)(R) Sorcery Draw two cards. Then you may discard two cards. When you do, Ill-Timed Explosion deals X damage to each creature, where X is the greatest mana value among cards discarded this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mirrex Land -- Sphere {T}: Add {C}. {T}: Add one mana of any color. Activate only if this land entered this turn. {3}, {T}: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." (Players dealt combat damage by it also get a poison counter.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Muerra, Trash Tactician ①②③ Legendary Creature -- Raccoon Warrior At the beginning of your first main phase, add {R} or {G} for each Raccoon you control. Whenever you expend 4, you gain 3 life. (You expend 4 as you spend your fourth total mana to cast spells during a turn.) Whenever you expend 8, exile the top two cards of your library. Until the end of your next turn, you may play those cards. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Muerra, Trash Tactician ①②③ Legendary Creature -- Raccoon Warrior At the beginning of your first main phase, add {R} or {G} for each Raccoon you control. Whenever you expend 4, you gain 3 life. (You expend 4 as you spend your fourth total mana to cast spells during a turn.) Whenever you expend 8, exile the top two cards of your library. Until the end of your next turn, you may play those cards. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Muerra, Trash Tactician ①②③ Legendary Creature -- Raccoon Warrior At the beginning of your first main phase, add {R} or {G} for each Raccoon you control. Whenever you expend 4, you gain 3 life. (You expend 4 as you spend your fourth total mana to cast spells during a turn.) Whenever you expend 8, exile the top two cards of your library. Until the end of your next turn, you may play those cards. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Ridgeline Land This land enters tapped. {T}: Add {R} or {G}. {2}{R}{G}: This land becomes a 3/4 red and green Dinosaur creature until end of turn. It's still a land. Whenever this land attacks, another target attacking creature gets +2/+0 until end of turn. Untap that creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Restless Vinestalk Land This land enters tapped. {T}: Add {G} or {U}. {3}{G}{U}: Until end of turn, this land becomes a 5/5 green and blue Plant creature with trample. It's still a land. Whenever this land attacks, up to one other target creature has base power and toughness 3/3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Vinestalk Land This land enters tapped. {T}: Add {G} or {U}. {3}{G}{U}: Until end of turn, this land becomes a 5/5 green and blue Plant creature with trample. It's still a land. Whenever this land attacks, up to one other target creature has base power and toughness 3/3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Vinestalk Land This land enters tapped. {T}: Add {G} or {U}. {3}{G}{U}: Until end of turn, this land becomes a 5/5 green and blue Plant creature with trample. It's still a land. Whenever this land attacks, up to one other target creature has base power and toughness 3/3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Roxanne, Starfall Savant ③②③ Legendary Creature -- Cat Druid Whenever Roxanne enters or attacks, create a tapped colorless artifact token named Meteorite with "When this token enters, it deals 2 damage to any target" and "{T}: Add one mana of any color." Whenever you tap an artifact token for mana, add one mana of any type that artifact token produced. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torch the Tower R Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Torch the Tower R Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Torch the Tower R Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Valgavoth's Onslaught X X G Sorcery Manifest dread X times, then put X +1/+1 counters on each of those creatures. (To manifest dread, look at the top two cards of your library, then put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Valgavoth's Onslaught X X G Sorcery Manifest dread X times, then put X +1/+1 counters on each of those creatures. (To manifest dread, look at the top two cards of your library, then put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Volcanic Spite 1 R Instant Volcanic Spite deals 3 damage to target creature, planeswalker, or battle. You may put a card from your hand on the bottom of your library. If you do, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Volcanic Spite 1 R Instant Volcanic Spite deals 3 damage to target creature, planeswalker, or battle. You may put a card from your hand on the bottom of your library. If you do, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wandertale Mentor R G Creature -- Raccoon Bard Whenever you expend 4, put a +1/+1 counter on this creature. (You expend 4 as you spend your fourth total mana to cast spells during a turn.) {T}: Add {R} or {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wandertale Mentor Creature -- Raccoon Bard Whenever you expend 4, put a +1/+1 counter on this creature. (You expend 4 as you spend your fourth total mana to cast spells during a turn.) {T}: Add {R} or {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wandertale Mentor Creature -- Raccoon Bard Whenever you expend 4, put a +1/+1 counter on this creature. (You expend 4 as you spend your fourth total mana to cast spells during a turn.) {T}: Add {R} or {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Yavimaya Coast Land {T}: Add {C}. {T}: Add {G} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Yavimaya Coast Land {T}: Add {C}. {T}: Add {G} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Blue Sun's Twilight Sorcery Gain control of target creature with mana value X or less. If X is 5 or more, create a token that's a copy of that creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disdainful Stroke Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lithomantic Barrage Sorcery This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lithomantic Barrage Sorcery This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Negate (1)(U) Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate (1)(U) Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate (1)(U) Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obstinate Baloth (2)(G)(G) Creature -- Beast When this creature enters, you gain 4 life. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Obstinate Baloth (2)(G)(G) Creature -- Beast When this creature enters, you gain 4 life. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pyroclasm (1)(R) Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pyroclasm (1)(R) Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tranquil Frillback (2)(G) Creature -- Dinosaur When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many -- * Destroy target artifact or enchantment. * Exile target player's graveyard. * You gain 4 life. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tranquil Frillback

(2)(G)

Creature -- Dinosaur

When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --

* Destroy target artifact or enchantment.

* Exile target player's graveyard.

* You gain 4 life.

[sideboard]

3/3

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Vaultborn Tyrant

(5)(G)(G)

Creature -- Dinosaur

Trample

Whenever this creature or another creature you control with power 4 or greater enters, you gain 3 life and draw a card.

When this creature dies, if it's not a token, create a token that's a copy of it, except it's an artifact in addition to its other types.

[sideboard]

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Vodalian Mindsinger

(1)(U)(U)

Creature -- Merfolk Wizard

Kicker {1}{R} and/or {1}{G}

This creature enters with two +1/+1 counters on it for each time it was kicked.

When this creature enters, gain control of target creature with power less than this creature's power for as long as you control this creature.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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