

Arboreal Grazer 6 Creature -- Sloth Beast Reach When this creature enters, you may put a land card from your hand onto the battlefield tapped. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arboreal Grazer 6 Creature -- Sloth Beast Reach When this creature enters, you may put a land card from your hand onto the battlefield tapped. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arboreal Grazer 6 Creature -- Sloth Beast Reach When this creature enters, you may put a land card from your hand onto the battlefield tapped. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arboreal Grazer 6 Creature -- Sloth Beast Reach When this creature enters, you may put a land card from your hand onto the battlefield tapped. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Arid Archway Land -- Desert This land enters tapped. When this land enters, return a land you control to its owner's hand. If another Desert was returned this way, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arid Archway Land -- Desert This land enters tapped. When this land enters, return a land you control to its owner's hand. If another Desert was returned this way, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arid Archway Land -- Desert This land enters tapped. When this land enters, return a land you control to its owner's hand. If another Desert was returned this way, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arid Archway Land -- Desert This land enters tapped. When this land enters, return a land you control to its owner's hand. If another Desert was returned this way, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Barkchannel Pathway

Land

{T}: Add {G}.

Tidechannel Pathway

Land

{T}: Add {U}.

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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.

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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.

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Breeding Pool Land -- Forest Island (T): Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Breeding Pool Land -- Forest Island (T): Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Breeding Pool Land -- Forest Island (T): Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Breeding Pool Land -- Forest Island (T): Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Clifftop Lookout 26 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 PLAYbotbox.dev	Clifftop Lookout 26 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 PLAYbotbox.dev	Clifftop Lookout 26 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 PLAYbotbox.dev	Clifftop Lookout 26 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 PLAYbotbox.dev
Conduit Pylons Land -- Desert When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Conduit Pylons Land -- Desert When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Conduit Pylons Land -- Desert When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Conduit Pylons Land -- Desert When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Doppelgang X X X G U Sorcery For each of X target permanents, create X tokens that are copies of that permanent. 3/4 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 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 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 PLAYbotbox.dev
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Fading Hope Instant Return target creature to its owner's hand. If its mana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom.) 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fecund Greenshell Creature -- Elemental Turtle Reach As long as you control ten or more lands, creatures you control get +2/+2. Whenever this creature or another creature you control with toughness greater than its power enters, look at the top card of your library. If it's a land card, you may put it onto the battlefield tapped. Otherwise, put it into your hand. 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fecund Greenshell Creature -- Elemental Turtle Reach As long as you control ten or more lands, creatures you control get +2/+2. Whenever this creature or another creature you control with toughness greater than its power enters, look at the top card of your library. If it's a land card, you may put it onto the battlefield tapped. Otherwise, put it into your hand. 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fecund Greenshell Creature -- Elemental Turtle Reach As long as you control ten or more lands, creatures you control get +2/+2. Whenever this creature or another creature you control with toughness greater than its power enters, look at the top card of your library. If it's a land card, you may put it onto the battlefield tapped. Otherwise, put it into your hand. 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Glasspool Mimic ②① Creature -- Shapeshifter Rogue You may have this creature enter as a copy of a creature you control, except it's a Shapeshifter Rogue in addition to its other types. 0/0 ----- BACK FACE ----- Glasspool Shore Land This land enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glasspool Mimic ②① Creature -- Shapeshifter Rogue You may have this creature enter as a copy of a creature you control, except it's a Shapeshifter Rogue in addition to its other types. 0/0 ----- BACK FACE ----- Glasspool Shore Land This land enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glasspool Mimic ②① Creature -- Shapeshifter Rogue You may have this creature enter as a copy of a creature you control, except it's a Shapeshifter Rogue in addition to its other types. 0/0 ----- BACK FACE ----- Glasspool Shore Land This land enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glasspool Mimic ②① Creature -- Shapeshifter Rogue You may have this creature enter as a copy of a creature you control, except it's a Shapeshifter Rogue in addition to its other types. 0/0 ----- BACK FACE ----- Glasspool Shore Land This land enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Insidious Fungus ⑥ Creature -- Fungus {2}, Sacrifice this creature: Choose one -- * Destroy target artifact. * Destroy target enchantment. * Draw a card. Then you may put a land card from your hand onto the battlefield tapped. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Insidious Fungus ⑥ Creature -- Fungus {2}, Sacrifice this creature: Choose one -- * Destroy target artifact. * Destroy target enchantment. * Draw a card. Then you may put a land card from your hand onto the battlefield tapped. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Insidious Fungus ⑥ Creature -- Fungus {2}, Sacrifice this creature: Choose one -- * Destroy target artifact. * Destroy target enchantment. * Draw a card. Then you may put a land card from your hand onto the battlefield tapped. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Insidious Fungus ⑥ Creature -- Fungus {2}, Sacrifice this creature: Choose one -- * Destroy target artifact. * Destroy target enchantment. * Draw a card. Then you may put a land card from your hand onto the battlefield tapped. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ipnu Rivulet Land -- Desert {T}: Add {C}. {T}, Pay 1 life: Add {U}. {1}{U}, {T}, Sacrifice a Desert: Target player mills four cards. (They put the top four cards of their library into their graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ipnu Rivulet Land -- Desert {T}: Add {C}. {T}, Pay 1 life: Add {U}. {1}{U}, {T}, Sacrifice a Desert: Target player mills four cards. (They put the top four cards of their library into their graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ipnu Rivulet Land -- Desert {T}: Add {C}. {T}, Pay 1 life: Add {U}. {1}{U}, {T}, Sacrifice a Desert: Target player mills four cards. (They put the top four cards of their library into their graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island {T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lair of the Hydra Land If you control two or more other lands, this land enters tapped. {T}: Add {G}. {X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 0. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lair of the Hydra Land If you control two or more other lands, this land enters tapped. {T}: Add {G}. {X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 0. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lair of the Hydra Land If you control two or more other lands, this land enters tapped. {T}: Add {G}. {X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 0. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate Instant Counter target noncreature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Otawara, Soaring City Legendary Land {T}: Add {U}. Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Outcaster Greenblade 26 Creature -- Human Mercenary When this creature enters, search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle. This creature gets +1/+1 for each Desert you control. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Outcaster Greenblade 26 Creature -- Human Mercenary When this creature enters, search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle. This creature gets +1/+1 for each Desert you control. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Outcaster Greenblade 26 Creature -- Human Mercenary When this creature enters, search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle. This creature gets +1/+1 for each Desert you control. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Pawpatch Formation (1)(G) Instant Choose one -- * Destroy target creature with flying. * Destroy target enchantment. * Draw a card. Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spelunking (2)(G) Enchantment When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life. Lands you control enter untapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spelunking (2)(G) Enchantment When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life. Lands you control enter untapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spinewoods Armadillo (4)(G)(G) Creature -- Armadillo Reach Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) {1}{6}, Discard this card: Search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle. You gain 3 life. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Yorion, Sky Nomad 3 W/U W/U Legendary Creature -- Bird Serpent Companion -- Your starting deck contains at least twenty cards more than the minimum deck size. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) Flying When Yorion enters, exile any number of other nonland permanents you own and control. Return those cards to the battlefield at the beginning of the next end step. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aether Gust 1 U Instant Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aether Gust 1 U Instant Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aether Gust 1 U Instant Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Aether Gust 1 U Instant Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Back to Nature 1 G Instant Destroy all enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Back to Nature 1 G Instant Destroy all enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disdainful Stroke 1 U Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghost Vacuum ① Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghost Vacuum ① Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghost Vacuum ① Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghost Vacuum ① Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mystical Dispute ②④ Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute ②④ Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute ②④ Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yorion, Sky Nomad ③④⑤⑥⑦⑧ Legendary Creature -- Bird Serpent Companion -- Your starting deck contains at least twenty cards more than the minimum deck size. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) Flying When Yorion enters, exile any number of other nonland permanents you own and control. Return those cards to the battlefield at the beginning of the next end step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 4/5