

Aang, Swift Savior 1 W U Legendary Creature -- Human Avatar Ally Flash Flying When Aang enters, airbend up to one other target creature or spell. (Exile it. While it's exiled, its owner may cast it for {2} rather than its mana cost.) Waterbend {8}: Transform Aang. 2/3 ----- BACK FACE ----- Aang and La, Ocean's Fury Legendary Creature -- Avatar Spirit Ally Reach, trample Whenever Aang and La attack, put a +1/+1 counter on each tapped creature you control. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abhorrent Oculus 2 U Creature -- Eye As an additional cost to cast this spell, exile six cards from your graveyard. Flying At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. 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.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Badgermole Cub 1 6 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
Badgermole Cub 1 6 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	Birthing Ritual 1 6 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	Birthing Ritual 1 6 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	Birthing Ritual 1 6 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

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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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Land -- Forest Island

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

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B

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

1/1

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(B)

When this creature enters, each opponent loses 1 life and you gain 1 life.

Sacrifice a Food: Return this card from your graveyard to the battlefield.

1/1

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CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 2/10 - 8 cards - 2.5 x 3.5 in each

Cauldron Familiar B Creature -- Cat When this creature enters, each opponent loses 1 life and you gain 1 life. Sacrifice a Food: Return this card from your graveyard to the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cauldron Familiar B Creature -- Cat When this creature enters, each opponent loses 1 life and you gain 1 life. Sacrifice a Food: Return this card from your graveyard to the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cauldron Familiar B Creature -- Cat When this creature enters, each opponent loses 1 life and you gain 1 life. Sacrifice a Food: Return this card from your graveyard to the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chord of Calling XGGG 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 PLAYbotbox.dev	Chord of Calling XGGG 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 PLAYbotbox.dev	Chord of Calling XGGG 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 PLAYbotbox.dev	City of Brass Land Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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City of Brass

Land

Whenever this land becomes tapped,
it deals 1 damage to you.
{T}: Add one mana of any color.

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Dryad Arbor

Land Creature -- Forest Dryad

(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")

1/1

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Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gilded Goose

G

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Creature -- Bird

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Flying
When this creature enters, create a
Food token. (It's an artifact with
"{2}, {T}, Sacrifice this token: You
gain 3 life.")
{1}{G}, {T}: Create a Food token.
{T}, Sacrifice a Food: Add one mana
of any color.
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0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gilded Goose

G

Creature -- Bird

Flying
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
{1}{G}, {T}: Create a Food token.
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0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gilded Goose

G

Creature -- Bird

Flying
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
{1}{G}, {T}: Create a Food token.
{T}, Sacrifice a Food: Add one mana of any color.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gilded Goose

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Creature -- Bird

Flying
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
{1}{G}, {T}: Create a Food token.
{T}, Sacrifice a Food: Add one mana of any color.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Godless Shrine

Land -- Plains Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Haywire Mite ① Artifact Creature -- Insect When this creature dies, you gain 2 life. {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lush Portico Land -- Forest Plains ({T}: Add {G} or {W}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Malevolent Rumble ①⑥ Sorcery Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mistcaller ① Creature -- Merfolk Wizard Sacrifice this creature: Until end of turn, if a nontoken creature would enter and it wasn't cast, exile it instead. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Orcish Bowmasters ①② 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	Orcish Bowmasters ①② 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	Orcish Bowmasters ①② 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

Samwise Gamgee G W Legendary Creature -- Halfling Peasant Whenever another nontoken creature you control enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Sacrifice three Foods: Return target historic card from your graveyard to your hand. (Artifacts, legends, and Sagas are historic.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Samwise Gamgee G W Legendary Creature -- Halfling Peasant Whenever another nontoken creature you control enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Sacrifice three Foods: Return target historic card from your graveyard to your hand. (Artifacts, legends, and Sagas are historic.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Samwise Gamgee G W Legendary Creature -- Halfling Peasant Whenever another nontoken creature you control enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Sacrifice three Foods: Return target historic card from your graveyard to your hand. (Artifacts, legends, and Sagas are historic.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Samwise Gamgee G W Legendary Creature -- Halfling Peasant Whenever another nontoken creature you control enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Sacrifice three Foods: Return target historic card from your graveyard to your hand. (Artifacts, legends, and Sagas are historic.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Underground Mortuary Land -- Swamp Forest ({T}: Add {B} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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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Legendary Creature -- Human Cleric

Protection from Humans
Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.
{B}{B}, Discard a card: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

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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.)

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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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Instant

Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.

[sidebar]

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Instant

Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.

[sidebar]

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Instant

Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.

[sidebar]

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Creature -- Human Wizard

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

[sidebar]

1/3

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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. Invoke--Exile a green card from your hand. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal Push B Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal Push B Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force of Vigor 2 G G Instant If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Force of Vigor 2 G G Instant If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gaddock Teeg G W Legendary Creature -- Kithkin Advisor Noncreature spells with mana value 4 or greater can't be cast. Noncreature spells with {X} in their mana costs can't be cast. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Masked Vandal 1 G Creature -- Shapeshifter Changeling (This card is every creature type.) When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Portable Hole W Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vexing Bauble 1 Artifact Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	