

Abraded Bluffs Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abraded Bluffs Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abraded Bluffs Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abraded Bluffs Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Autochthon Wurm 10GGGW Creature -- Wurm 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.) Trample 9/14 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Autochthon Wurm 10GGGW Creature -- Wurm 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.) Trample 9/14 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Autochthon Wurm 10GGGW Creature -- Wurm 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.) Trample 9/14 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Autochthon Wurm 10GGGW Creature -- Wurm 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.) Trample 9/14 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Jagged Barrens

Land - - Desert

This land enters tapped.
When this land enters, it deals 1
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Keruga, the Macrosage (3)(G)(U)

Legendary Creature -- Dinosaur Hippo

Companion -- Your starting deck contains only cards with mana value 3 or greater and land cards. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)

When Keruga enters, draw a card for each other permanent you control with mana value 3 or greater.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

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

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Mountain

Basic Land -- Mountain

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shadow of Mortality 13(B)(B)

Creature -- Avatar

If your life total is less than your starting life total, this spell costs {X} less to cast, where X is the difference.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shadow of Mortality 13(B)(B)

Creature -- Avatar

If your life total is less than your starting life total, this spell costs {X} less to cast, where X is the difference.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shadow of Mortality 13BB

Creature -- Avatar

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7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shadow of Mortality (13)(B)(B)

Creature -- Avatar

If your life total is less than your starting life total, this spell costs {X} less to cast, where X is the difference.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stomping Ground Land -- Mountain Forest {T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunscorched Desert Land -- Desert When this land enters, it deals 1 damage to target player or planeswalker. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunscorched Desert Land -- Desert When this land enters, it deals 1 damage to target player or planeswalker. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunscorched Desert Land -- Desert When this land enters, it deals 1 damage to target player or planeswalker. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Boseiju, Who Shelters All

Legendary Land

Boseiju enters tapped.
{T}, Pay 2 life: Add {C}. If that
mana is spent on an instant or
sorcery spell, that spell can't be
countered.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eroded Canyon

Land - - Desert

This land enters tapped.
When this land enters, it deals 1 damage to target opponent.
{T}: Add {U} or {R}.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eroded Canyon

Land - - Desert

This land enters tapped.
When this land enters, it deals 1
damage to target opponent.
{T}: Add {U} or {R}.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nephelia Academy

Land

If a spell or ability an opponent controls causes you to discard a card, you may reveal that card and put it on top of your library instead of putting it anywhere else.

{T}: Add **{C}**.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nephelia Academy

Land

If a spell or ability an opponent controls causes you to discard a card, you may reveal that card and put it on top of your library instead of putting it anywhere else. {T}: Add {C}.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Parker Luck

2 B

Enchantment

At the beginning of your end step, two target players each reveal the top card of their library. They each lose life equal to the mana value of the card revealed by the other player. Then they each put the card they revealed into their hand.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Radiant Fountain

Land

When this land enters, you gain 2 life.

{T}: Add {C}.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Radiant Fountain

Land

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When this land enters, you gain 2
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{T}: Add {C}.
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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sokenzan, Crucible of Defiance Legendary Land {T}: Add {R}. Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sokenzan, Crucible of Defiance Legendary Land {T}: Add {R}. Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ziatora's Proving Ground Land -- Swamp Mountain Forest ({T}: Add {B}, {R}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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