

Arbor Elf 6 Creature -- Elf Druid {T}: Untap target Forest. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arbor Elf 6 Creature -- Elf Druid {T}: Untap target Forest. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arbor Elf 6 Creature -- Elf Druid {T}: Untap target Forest. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arbor Elf 6 Creature -- Elf Druid {T}: Untap target Forest. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Auriok Champion WW Creature -- Human Cleric Protection from black and from red Whenever another creature enters, you may gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Auriok Champion WW Creature -- Human Cleric Protection from black and from red Whenever another creature enters, you may gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Auriok Champion WW Creature -- Human Cleric Protection from black and from red Whenever another creature enters, you may gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Collected Company 36 Instant Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Collected Company 3 G Instant Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collected Company 3 G Instant Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collected Company 3 G Instant Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conclave Mentor G W Creature -- Centaur Cleric If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on that creature instead. When this creature dies, you gain life equal to its power. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Conclave Mentor G W Creature -- Centaur Cleric If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on that creature instead. When this creature dies, you gain life equal to its power. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conclave Mentor G W Creature -- Centaur Cleric If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on that creature instead. When this creature dies, you gain life equal to its power. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conclave Mentor G W Creature -- Centaur Cleric If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on that creature instead. When this creature dies, you gain life equal to its power. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Heliod, Sun-Crowned 2W Legendary Enchantment Creature -- God Indestructible As long as your devotion to white is less than five, Heliod isn't a creature. Whenever you gain life, put a +1/+1 counter on target creature or enchantment you control. {1}{W}: Another target creature gains lifelink until end of turn. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Heliod, Sun-Crowned 2W Legendary Enchantment Creature -- God Indestructible As long as your devotion to white is less than five, Heliod isn't a creature. Whenever you gain life, put a +1/+1 counter on target creature or enchantment you control. {1}{W}: Another target creature gains lifelink until end of turn. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Heliod, Sun-Crowned 2W Legendary Enchantment Creature -- God Indestructible As long as your devotion to white is less than five, Heliod isn't a creature. Whenever you gain life, put a +1/+1 counter on target creature or enchantment you control. {1}{W}: Another target creature gains lifelink until end of turn. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Heliod, Sun-Crowned 2W Legendary Enchantment Creature -- God Indestructible As long as your devotion to white is less than five, Heliod isn't a creature. Whenever you gain life, put a +1/+1 counter on target creature or enchantment you control. {1}{W}: Another target creature gains lifelink until end of turn. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Horizon Canopy Land {T}, Pay 1 life: Add {G} or {W}. {1}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Horizon Canopy Land {T}, Pay 1 life: Add {G} or {W}. {1}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Horizon Canopy Land {T}, Pay 1 life: Add {G} or {W}. {1}, {T}, Sacrifice this land: Draw a card. 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
Noble Hierarchy 6 Creature -- Human Druid Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) {T}: Add {G}, {W}, or {U}. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prismatic Vista Land {T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ranger-Captain of Eos ①①①① 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	Ranger-Captain of Eos ①①①① 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	Ranger-Captain of Eos ①①①① 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	Ranger-Captain of Eos ①①①① 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
Skyclave Apparition ①①①① 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	Skyclave Apparition ①①①① 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	Skyclave Apparition ①①①① 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	Skyclave Apparition ①①①① 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

Spike Feeder 1GG Creature -- Spike This creature enters with two +1/+1 counters on it. {2}, Remove a +1/+1 counter from this creature: Put a +1/+1 counter on target creature. Remove a +1/+1 counter from this creature: You gain 2 life. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spike Feeder 1GG Creature -- Spike This creature enters with two +1/+1 counters on it. {2}, Remove a +1/+1 counter from this creature: Put a +1/+1 counter on target creature. Remove a +1/+1 counter from this creature: You gain 2 life. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spike Feeder 1GG Creature -- Spike This creature enters with two +1/+1 counters on it. {2}, Remove a +1/+1 counter from this creature: Put a +1/+1 counter on target creature. Remove a +1/+1 counter from this creature: You gain 2 life. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spike Feeder 1GG Creature -- Spike This creature enters with two +1/+1 counters on it. {2}, Remove a +1/+1 counter from this creature: Put a +1/+1 counter on target creature. Remove a +1/+1 counter from this creature: You gain 2 life. 0/0 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	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	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	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

Utopia Sprawl Ⓞ Enchantment -- Aura Enchant Forest As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Utopia Sprawl Ⓞ Enchantment -- Aura Enchant Forest As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Utopia Sprawl Ⓞ Enchantment -- Aura Enchant Forest As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Utopia Sprawl Ⓞ Enchantment -- Aura Enchant Forest As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Walking Ballista ⓧⓧ Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. {4}: Put a +1/+1 counter on this creature. Remove a +1/+1 counter from this creature: It deals 1 damage to any target. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Walking Ballista ⓧⓧ Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. {4}: Put a +1/+1 counter on this creature. Remove a +1/+1 counter from this creature: It deals 1 damage to any target. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

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Auriok Champion W W Creature -- Human Cleric Protection from black and from red Whenever another creature enters, you may gain 1 life. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Burrenton Forge-Tender W Creature -- Kithkin Wizard Protection from red Sacrifice this creature: Prevent all damage a red source of your choice would deal this turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Damping Sphere 2 Artifact If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Damping Sphere 2 Artifact If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Path to Exile W Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Path to Exile W Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Path to Exile W Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Veil of Summer G Instant Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Veil of Summer Instant Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Veil of Summer Instant Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Veil of Summer Instant Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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