

Anafenza, Kin-Tree Spirit (W)(W) Legendary Creature -- Spirit Soldier Whenever another nontoken creature you control enters, bolster 1. (Choose a creature with the least toughness among creatures you control and put a +1/+1 counter on it.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anafenza, Kin-Tree Spirit (W)(W) Legendary Creature -- Spirit Soldier Whenever another nontoken creature you control enters, bolster 1. (Choose a creature with the least toughness among creatures you control and put a +1/+1 counter on it.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anafenza, Kin-Tree Spirit (W)(W) Legendary Creature -- Spirit Soldier Whenever another nontoken creature you control enters, bolster 1. (Choose a creature with the least toughness among creatures you control and put a +1/+1 counter on it.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Artist (1)(B) Creature -- Vampire Whenever this creature or another creature dies, target player loses 1 life and you gain 1 life. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Blood Artist (1)(B) Creature -- Vampire Whenever this creature or another creature dies, target player loses 1 life and you gain 1 life. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Artist (1)(B) Creature -- Vampire Whenever this creature or another creature dies, target player loses 1 life and you gain 1 life. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Artist (1)(B) Creature -- Vampire Whenever this creature or another creature dies, target player loses 1 life and you gain 1 life. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cartel Aristocrat (W)(B) Creature -- Human Advisor Sacrifice another creature: This creature gains protection from the color of your choice until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cartel Aristocrat W B Creature -- Human Advisor Sacrifice another creature: This creature gains protection from the color of your choice until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cartel Aristocrat W B Creature -- Human Advisor Sacrifice another creature: This creature gains protection from the color of your choice until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cartel Aristocrat W B Creature -- Human Advisor Sacrifice another creature: This creature gains protection from the color of your choice until end of turn. 2/2 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	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	Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Plains Basic Land -- Plains ({T}): Add {W} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}): Add {W} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rally the Ancestors (X)(W)(W) Instant Return each creature card with mana value X or less from your graveyard to the battlefield. Exile those creatures at the beginning of your next upkeep. Exile Rally the Ancestors. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rally the Ancestors (X)(W)(W) Instant Return each creature card with mana value X or less from your graveyard to the battlefield. Exile those creatures at the beginning of your next upkeep. Exile Rally the Ancestors. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Rally the Ancestors (X)(W)(W) Instant Return each creature card with mana value X or less from your graveyard to the battlefield. Exile those creatures at the beginning of your next upkeep. Exile Rally the Ancestors. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Return to the Ranks (X)(W)(W) Sorcery 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.) Return X target creature cards with mana value 2 or less from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Return to the Ranks (X)(W)(W) Sorcery 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.) Return X target creature cards with mana value 2 or less from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Return to the Ranks (X)(W)(W) Sorcery 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.) Return X target creature cards with mana value 2 or less from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Satyr Wayfinder ①⑥ Creature -- Satyr When this creature enters, reveal the top four cards of your library. You may put a land card from among them into your hand. Put the rest into your graveyard. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunpetal Grove Land This land enters tapped unless you control a Forest or a Plains. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunpetal Grove Land This land enters tapped unless you control a Forest or a Plains. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunpetal Grove Land This land enters tapped unless you control a Forest or a Plains. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sunpetal Grove Land This land enters tapped unless you control a Forest or a Plains. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Viscera Seer B Creature -- Vampire Wizard Sacrifice a creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Viscera Seer B Creature -- Vampire Wizard Sacrifice a creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Viscera Seer B Creature -- Vampire Wizard Sacrifice a creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Viscera Seer B Creature -- Vampire Wizard Sacrifice a creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zulaport Cutthroat (1)(B) Creature -- Human Rogue Ally Whenever this creature or another creature you control dies, each opponent loses 1 life and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zulaport Cutthroat (1)(B) Creature -- Human Rogue Ally Whenever this creature or another creature you control dies, each opponent loses 1 life and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zulaport Cutthroat (1)(B) Creature -- Human Rogue Ally Whenever this creature or another creature you control dies, each opponent loses 1 life and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zulaport Cutthroat (1)(B) Creature -- Human Rogue Ally Whenever this creature or another creature you control dies, each opponent loses 1 life and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Big Game Hunter (1)(B)(B) Creature -- Human Rebel Assassin When this creature enters, destroy target creature with power 4 or greater. It can't be regenerated. Madness {B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Big Game Hunter (1)(B)(B) Creature -- Human Rebel Assassin When this creature enters, destroy target creature with power 4 or greater. It can't be regenerated. Madness {B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) [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	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

② ③

Each player can't cast more than one spell each turn.

[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

Each player can't cast more than one spell each turn.

[sidebar]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②⑥

When this creature enters, you may destroy target artifact or enchantment.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

When this creature enters, you may destroy target artifact or enchantment.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

BB

First strike
Sacrifice this creature: Remove all
counters from target permanent.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BB

First strike
Sacrifice this creature: Remove all
counters from target permanent.

[sidebar]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev