

End Hostilities 3WW Sorcery Destroy all creatures and all permanents attached to creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Gideon, Ally of Zendikar 2WW Legendary Planeswalker -- Gideon [+1]: Until end of turn, Gideon becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn. [0]: Create a 2/2 white Knight Ally creature token. [-4]: You get an emblem with "Creatures you control get +1/+1." L4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hissing Quagmire Land This land enters tapped. {T}: Add {B} or {G}. {1}{B}{G}: Until end of turn, this land becomes a 2/2 black and green Elemental creature with deathtouch. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Liliana, Heretical Healer 1BB Legendary Creature -- Human Cleric Lifelink Whenever another nontoken creature you control dies, exile Liliana, Heretical Healer, then return her to the battlefield transformed under her owner's control. If you do, create a 2/2 black Zombie creature token. 2/3 ----- BACK FACE ----- Liliana, Defiant Necromancer Legendary Planeswalker -- Liliana [+2]: Each player discards a card. [-X]: Return target nonlegendary creature card with mana value X from your graveyard to the battlefield. [-8]: You get an emblem with "Whenever a creature dies, return it to the battlefield under your control at the beginning of the next end step." L3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Nissa, Vastwood Seer2G Legendary Creature -- Elf Scout When Nissa enters, you may search your library for a basic Forest card, reveal it, put it into your hand, then shuffle. Whenever a land you control enters, if you control seven or more lands, exile Nissa, then return her to the battlefield transformed under her owner's control. 2/2 ----- BACK FACE ----- Nissa, Sage Animist Legendary Planeswalker -- Nissa [+1]: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. [-2]: Create Ashaya, the Awoken World, a legendary 4/4 green Elemental creature token. [-7]: Untap up to six target lands. They become 6/6 Elemental creatures. They're still lands. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ob Nixilis Reignited3BB Legendary Planeswalker -- Nixilis [+1]: You draw a card and you lose 1 life. [-3]: Destroy target creature. [-8]: Target opponent gets an emblem with "Whenever a player draws a card, you lose 2 life." L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rakshasa DeathdealerBG Creature -- Demon {B}{G}: This creature gets +2/+2 until end of turn. {B}{G}: Regenerate this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Rakshasa Deathdealer (B)(G) Creature -- Demon {B}{G}: This creature gets +2/+2 until end of turn. {B}{G}: Regenerate this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ruinous Path (1)(B)(B) Sorcery Destroy target creature or planeswalker. Awaken 4--{5}{B}{B} (If you cast this spell for {5}{B}{B}, also put four +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ruinous Path (1)(B)(B) Sorcery Destroy target creature or planeswalker. Awaken 4--{5}{B}{B} (If you cast this spell for {5}{B}{B}, also put four +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sandsteppe Citadel Land This land enters tapped. {T}: Add {W}, {B}, or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sandsteppe Citadel Land This land enters tapped. {T}: Add {W}, {B}, or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sandsteppe Citadel Land This land enters tapped. {T}: Add {W}, {B}, or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sandsteppe Citadel Land This land enters tapped. {T}: Add {W}, {B}, or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shambling Vent Land This land enters tapped. {T}: Add {W} or {B}. {1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W B G

Trample
When this creature enters, each
opponent loses 3 life and you gain 3
life.

4/5

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① ② ③ ④

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When this creature enters, each
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4/5

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Land -- Swamp Mountain

({T}: Add {B} or {R}.)
This land enters tapped unless you
control two or more basic lands.

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2 W B

[+1]: Until your next turn, creatures you control get +1/+0 and gain lifelink.

[-2]: Create a 2/2 black Vampire creature token with flying.

[-6]: You get an emblem with "At the beginning of each opponent's upkeep, that player sacrifices a creature of their choice."

L 4

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5 B

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)

{2}{G/U}{G/U}: Mill two cards, then return a nonland card of an opponent's choice from your graveyard to your hand.

4/5

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① ②

Destroy target monocolored creature.

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Ultimate Price 1 B Instant Destroy target monocolored creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Utter End 2 W B Instant Exile target nonland permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warden of the First Tree G Creature -- Human {1}{W/B}: This creature becomes a Human Warrior with base power and toughness 3/3. {2}{W/B}{W/B}: If this creature is a Warrior, it becomes a Human Spirit Warrior with trample and lifelink. {3}{W/B}{W/B}{W/B}: If this creature is a Spirit, put five +1/+1 counters on it. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warden of the First Tree G Creature -- Human {1}{W/B}: This creature becomes a Human Warrior with base power and toughness 3/3. {2}{W/B}{W/B}: If this creature is a Warrior, it becomes a Human Spirit Warrior with trample and lifelink. {3}{W/B}{W/B}{W/B}: If this creature is a Spirit, put five +1/+1 counters on it. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Warden of the First Tree G Creature -- Human {1}{W/B}: This creature becomes a Human Warrior with base power and toughness 3/3. {2}{W/B}{W/B}: If this creature is a Warrior, it becomes a Human Spirit Warrior with trample and lifelink. {3}{W/B}{W/B}{W/B}: If this creature is a Spirit, put five +1/+1 counters on it. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warden of the First Tree G Creature -- Human {1}{W/B}: This creature becomes a Human Warrior with base power and toughness 3/3. {2}{W/B}{W/B}: If this creature is a Warrior, it becomes a Human Spirit Warrior with trample and lifelink. {3}{W/B}{W/B}{W/B}: If this creature is a Spirit, put five +1/+1 counters on it. 1/1 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	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

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

③ W W

Creature -- Bird

Flying
Raid -- When this creature enters,
if you attacked this turn, create a
3/4 white Bird creature token with
flying.
Whenever this creature attacks, you
gain 1 life for each attacking
creature.

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3 W W

Creature -- Bird

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Raid -- When this creature enters,
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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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① ② W

Creature -- Human Cleric

When this creature enters, you gain 3 life.

[sideboard]

1/3

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① ② W

Creature -- Human Cleric

When this creature enters, you gain 3 life.

[sidebar]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Creature -- Human Cleric

When this creature enters, you gain 3 life.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Creature -- Human Cleric

When this creature enters, you gain 3 life.

[sideboard]

1/3

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2 B B

All creatures get -4/-4 until end of turn.

[sideboard]

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X X W W

This enchantment enters with X isolation counters on it. When this enchantment enters, for each isolation counter on it, exile up to one target nonland permanent an opponent controls until this enchantment leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2WB

Exile target nonland permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev