

G

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

G

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

Ⓒ

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

Ⓒ

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

① ②

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

① ② G

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

① ⑥

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

① ②

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

<div><div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Boggart Trawler</div><div>Creature -- Goblin</div><div>When this creature enters, exile target player's graveyard.</div><div>3/1</div><div>BACK FACE</div><div>Boggart Bog</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Boseiju, Who Endures</div><div>Legendary Land</div><div>{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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Boseiju, Who Endures</div><div>Legendary Land</div><div>{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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Chord of Calling</div><div>Instant</div><div>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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Chord of Calling</div><div>Instant</div><div>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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Chord of Calling</div><div>Instant</div><div>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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Chord of Calling (X)(G)(G)(G) 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. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Delighted Halfling (G) Creature -- Halfling Citizen {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered. <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Dryad Arbor Land Creature -- Forest Dryad (This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.") <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	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. Evoke--Exile a green card from your hand. <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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. Evoke--Exile a green card from your hand. <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Forest Basic Land -- Forest ({T}: Add {G}.) <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Forest Basic Land -- Forest ({T}: Add {G}.) <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Gerald's Messenger (B)(B)(B) Creature -- Zombie This creature enters tapped. When this creature enters, target opponent loses 2 life. 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.) <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Hapatra, Vizier of Poisons (B)(G) Legendary Creature -- Human Cleric Whenever Hapatra deals combat damage to a player, you may put a -1/-1 counter on target creature. Whenever you put one or more -1/-1 counters on a creature, create a 1/1 green Snake creature token with deathtouch. <div>2/2</div> 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. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Honest Rutstein (1)(B)(G) Legendary Creature -- Human Warlock When Honest Rutstein enters, return target creature card from your graveyard to your hand. Creature spells you cast cost {1} less to cast. <div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Khalni Garden Land This land enters tapped. When this land enters, create a 0/1 green Plant creature token. {T}: Add {G}. <div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Khalni Garden Land This land enters tapped. When this land enters, create a 0/1 green Plant creature token. {T}: Add {G}. <div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marionette Apprentice (1)(B) Creature -- Human Artificer Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.) Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marionette Apprentice (1)(B) Creature -- Human Artificer Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.) Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marionette Apprentice (1)(B) Creature -- Human Artificer Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.) Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life. <div>1/2</div> 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

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

Orcish Bowmasters

① ②

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

① ② B

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

1 B

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

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

Pende Lhaven

Legendary Land

{T}: Add {G}.
{T}: Target 1/1 creature gets +1/+2
until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prosperous Innkeeper ①⑥ <hr/> Creature -- Halfling Citizen <hr/> <p>When this creature enters, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.") Whenever another creature you control enters, you gain 1 life.</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Prosperous Innkeeper ①⑥ <hr/> Creature -- Halfling Citizen <hr/> <p>When this creature enters, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.") Whenever another creature you control enters, you gain 1 life.</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Prosperous Innkeeper ①⑥ <hr/> Creature -- Halfling Citizen <hr/> <p>When this creature enters, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.") Whenever another creature you control enters, you gain 1 life.</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Swamp <hr/> Basic Land -- Swamp <hr/> <p>({T}: Add {B}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
Twilight Mire <hr/> Land <hr/> <p>{T}: Add {C}. {B/G}, {T}: Add {B}{B}, {B}{G}, or {G}{G}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Underground Mortuary <hr/> Land -- Swamp Forest <hr/> <p>({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.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Underground Mortuary <hr/> Land -- Swamp Forest <hr/> <p>({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.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Urborg, Tomb of Yawgmoth <hr/> Legendary Land <hr/> <p>Each land is a Swamp in addition to its other land types.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

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

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

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

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

Yawgmoth, Thran Physician (2)(B)(B)

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.)

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yawgmoth, Thran Physician (2)(B)(B)

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.)

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yawgmoth, Thran Physician (2)(B)(B)

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.)

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yawgmoth, Thran Physician (2)(B)(B)

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.)

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

©

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.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

When this creature enters, each player sacrifices a nontoken creature of their choice.

[sidebar]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Activated abilities of artifacts
can't be activated.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

Choose a card name other than a basic land card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then creates a 2/2 black Zombie creature token for each card exiled from their hand this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

Choose a card name other than a basic land card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then creates a 2/2 black Zombie creature token for each card exiled from their hand this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Choose one --

- * Each opponent sacrifices an artifact of their choice.
- * Each opponent sacrifices an enchantment of their choice.
- * Each opponent sacrifices a creature with flying of their choice.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

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.)
Destroy target creature or planeswalker. **Surveil 2.** (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑧

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

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

Permanent cards in graveyards can't enter the battlefield.
Players can't cast noncreature spells from graveyards or exile.

0/4

B

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
lose 2 life.

B

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev