

Dusk Rose Reliquary Artifact As an additional cost to cast this spell, sacrifice an artifact or creature. Ward {2} When this artifact enters, exile target artifact or creature an opponent controls until this artifact leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dusk Rose Reliquary Artifact As an additional cost to cast this spell, sacrifice an artifact or creature. Ward {2} When this artifact enters, exile target artifact or creature an opponent controls until this artifact leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dusk Rose Reliquary Artifact As an additional cost to cast this spell, sacrifice an artifact or creature. Ward {2} When this artifact enters, exile target artifact or creature an opponent controls until this artifact leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dusk Rose Reliquary Artifact As an additional cost to cast this spell, sacrifice an artifact or creature. Ward {2} When this artifact enters, exile target artifact or creature an opponent controls until this artifact leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Floodfarm Verge Land {T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Floodfarm Verge Land {T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Floodfarm Verge Land {T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Mockingbird Creature -- Bird Bard Flying You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mockingbird Creature -- Bird Bard Flying You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mockingbird Creature -- Bird Bard Flying You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mockingbird Creature -- Bird Bard Flying You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Novice Inspector Creature -- Human Detective When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Novice Inspector Creature -- Human Detective When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Novice Inspector Creature -- Human Detective When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Novice Inspector Creature -- Human Detective When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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	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
Regal Bunnicorn 1W Creature -- Rabbit Unicorn Regal Bunnicorn's power and toughness are each equal to the number of nonland permanents you control. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Regal Bunnicorn 1W Creature -- Rabbit Unicorn Regal Bunnicorn's power and toughness are each equal to the number of nonland permanents you control. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Regal Bunnicorn 1W Creature -- Rabbit Unicorn Regal Bunnicorn's power and toughness are each equal to the number of nonland permanents you control. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Regal Bunnicorn 1W Creature -- Rabbit Unicorn Regal Bunnicorn's power and toughness are each equal to the number of nonland permanents you control. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Restless Anchorage Land This land enters tapped. {T}: Add {W} or {U}. {1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land. Whenever this land attacks, create a Map token.	Restless Anchorage Land This land enters tapped. {T}: Add {W} or {U}. {1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land. Whenever this land attacks, create a Map token.	Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}.	Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}.
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Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}.	Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}.	Sheltered by Ghosts ①② Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}.	Sheltered by Ghosts ①② Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}.
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Spyglass Siren ^U Creature -- Siren Pirate Flying When this creature enters, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explodes. Activate only as a sorcery.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spyglass Siren ^U Creature -- Siren Pirate Flying When this creature enters, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explodes. Activate only as a sorcery.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spyglass Siren ^U Creature -- Siren Pirate Flying When this creature enters, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explodes. Activate only as a sorcery.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spyglass Siren ^U Creature -- Siren Pirate Flying When this creature enters, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explodes. Activate only as a sorcery.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Warden of the Inner Sky ^W Creature -- Human Soldier As long as this creature has three or more counters on it, it has flying and vigilance. Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on this creature. Scry 1. Activate only as a sorcery. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warden of the Inner Sky ^W Creature -- Human Soldier As long as this creature has three or more counters on it, it has flying and vigilance. Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on this creature. Scry 1. Activate only as a sorcery. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warden of the Inner Sky ^W Creature -- Human Soldier As long as this creature has three or more counters on it, it has flying and vigilance. Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on this creature. Scry 1. Activate only as a sorcery. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warden of the Inner Sky ^W Creature -- Human Soldier As long as this creature has three or more counters on it, it has flying and vigilance. Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on this creature. Scry 1. Activate only as a sorcery. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zoetic Glyph 2 U Enchantment -- Aura Enchant artifact Enchanted artifact is a Golem creature with base power and toughness 5/4 in addition to its other types. When this Aura is put into a graveyard from the battlefield, discover 3. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zoetic Glyph 2 U Enchantment -- Aura Enchant artifact Enchanted artifact is a Golem creature with base power and toughness 5/4 in addition to its other types. When this Aura is put into a graveyard from the battlefield, discover 3. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zoetic Glyph 2 U Enchantment -- Aura Enchant artifact Enchanted artifact is a Golem creature with base power and toughness 5/4 in addition to its other types. When this Aura is put into a graveyard from the battlefield, discover 3. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zoetic Glyph 2 U Enchantment -- Aura Enchant artifact Enchanted artifact is a Golem creature with base power and toughness 5/4 in addition to its other types. When this Aura is put into a graveyard from the battlefield, discover 3. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Destroy Evil 1 W Instant Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Destroy Evil 1 W Instant Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Destroy Evil 1 W Instant Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate 1 U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① ②

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Kicker {W} (You may pay an additional {W} as you cast this spell.)
If this spell was kicked, create a 1/1 white Soldier creature token.
Counter target spell unless its controller pays {1} for each creature you control.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Enchant creature you control
When this Aura enters, exile target
nonland permanent an opponent
controls until this Aura leaves the
battlefield.
Enchanted creature gets +1/+0 and
has lifelink and ward {2}.

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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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At the beginning of your upkeep, you lose 1 life and create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block."

Corrupted -- As long as an opponent has three or more poison counters, creatures you control with toxic have lifelink.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skrelv's Hive 1 W Enchantment At the beginning of your upkeep, you lose 1 life and create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." Corrupted -- As long as an opponent has three or more poison counters, creatures you control with toxic have lifelink. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Skrelv's Hive 1 W Enchantment At the beginning of your upkeep, you lose 1 life and create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." Corrupted -- As long as an opponent has three or more poison counters, creatures you control with toxic have lifelink. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Skrelv's Hive 1 W Enchantment At the beginning of your upkeep, you lose 1 life and create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." Corrupted -- As long as an opponent has three or more poison counters, creatures you control with toxic have lifelink. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td></td></td></td>	Skrelv's Hive 1 W Enchantment At the beginning of your upkeep, you lose 1 life and create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." Corrupted -- As long as an opponent has three or more poison counters, creatures you control with toxic have lifelink. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Skrelv's Hive 1 W Enchantment At the beginning of your upkeep, you lose 1 life and create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." Corrupted -- As long as an opponent has three or more poison counters, creatures you control with toxic have lifelink. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td></td></td>	Skrelv's Hive 1 W Enchantment At the beginning of your upkeep, you lose 1 life and create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." Corrupted -- As long as an opponent has three or more poison counters, creatures you control with toxic have lifelink. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td></td>	
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