

Amalia Benavides Aguirre (W)(B) Legendary Creature -- Vampire Scout Ward--Pay 3 life. Whenever you gain life, Amalia Benavides Aguirre explores. Then destroy all other creatures if its power is exactly 20. (To have this creature explore, reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Amalia Benavides Aguirre (W)(B) Legendary Creature -- Vampire Scout Ward--Pay 3 life. Whenever you gain life, Amalia Benavides Aguirre explores. Then destroy all other creatures if its power is exactly 20. (To have this creature explore, reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Amalia Benavides Aguirre (W)(B) Legendary Creature -- Vampire Scout Ward--Pay 3 life. Whenever you gain life, Amalia Benavides Aguirre explores. Then destroy all other creatures if its power is exactly 20. (To have this creature explore, reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Amalia Benavides Aguirre (W)(B) Legendary Creature -- Vampire Scout Ward--Pay 3 life. Whenever you gain life, Amalia Benavides Aguirre explores. Then destroy all other creatures if its power is exactly 20. (To have this creature explore, reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Birthing Ritual (1)(G) Enchantment 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	Birthing Ritual (1)(G) Enchantment 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	Birthing Ritual (1)(G) Enchantment 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	Birthing Ritual (1)(G) Enchantment 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

Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boseiju, Who Endures Legendary Land {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cauldron Familiar B Creature -- Cat When this creature enters, each opponent loses 1 life and you gain 1 life. Sacrifice a Food: Return this card from your graveyard to the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dewdrop Cure (2)(W) Sorcery Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Return up to two target creature cards each with mana value 2 or less from your graveyard to the battlefield. If the gift was promised, instead return up to three target creature cards each with mana value 2 or less from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dryad Arbor Land Creature -- Forest Dryad (This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Endurance 1G6 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. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gilded Goose G Creature -- Bird Flying When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") {1}{G}, {T}: Create a Food token. {T}, Sacrifice a Food: Add one mana of any color. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gilded Goose G Creature -- Bird Flying When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") {1}{G}, {T}: Create a Food token. {T}, Sacrifice a Food: Add one mana of any color. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Lush Portico Land -- Forest Plains ({T}: Add {G} or {W}.) 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orcish Bowmasters 1B 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 1B 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
Samwise Gamgee GW Legendary Creature -- Halfling Peasant Whenever another nontoken creature you control enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Sacrifice three Foods: Return target historic card from your graveyard to your hand. (Artifacts, legends, and Sagas are historic.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Samwise Gamgee GW Legendary Creature -- Halfling Peasant Whenever another nontoken creature you control enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Sacrifice three Foods: Return target historic card from your graveyard to your hand. (Artifacts, legends, and Sagas are historic.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Samwise Gamgee GW Legendary Creature -- Halfling Peasant Whenever another nontoken creature you control enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Sacrifice three Foods: Return target historic card from your graveyard to your hand. (Artifacts, legends, and Sagas are historic.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Samwise Gamgee GW Legendary Creature -- Halfling Peasant Whenever another nontoken creature you control enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Sacrifice three Foods: Return target historic card from your graveyard to your hand. (Artifacts, legends, and Sagas are historic.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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

(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

(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

(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

① ②

Creature -- Elemental

Whenever a creature you control explores, put a +1/+1 counter on this creature and you gain 3 life.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

Creature -- Elemental

Whenever a creature you control explores, put a +1/+1 counter on this creature and you gain 3 life.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

Creature -- Elemental

Whenever a creature you control explores, put a +1/+1 counter on this creature and you gain 3 life.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 7/10 - 8 cards - 2.5 x 3.5 in each

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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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{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.

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{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

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drannith Magistrate

① ② W

Creature -- Human Wizard

Your opponents can't cast spells from anywhere other than their hands.

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[sidebar]
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1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Endurance

①GG

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.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Endurance ①⑥⑥ 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. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fatal Push ①B Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Vigor ②⑥⑥ Instant If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments. [sideboard] 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. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pest Control ①WB Sorcery Destroy all nonland permanents with mana value 1 or less. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Suncleanser ①W Creature -- Human Cleric When this creature enters, choose one -- * Remove all counters from target creature. It can't have counters put on it for as long as this creature remains on the battlefield. * Target opponent loses all counters. That player can't get counters for as long as this creature remains on the battlefield. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Suncleanser ①W Creature -- Human Cleric When this creature enters, choose one -- * Remove all counters from target creature. It can't have counters put on it for as long as this creature remains on the battlefield. * Target opponent loses all counters. That player can't get counters for as long as this creature remains on the battlefield. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Undercity Informer ②B Creature -- Human Rogue {1}, Sacrifice a creature: Target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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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