

Animal Sanctuary Land {T}: Add {C}. {2}, {T}: Put a +1/+1 counter on target Bird, Cat, Dog, Goat, Ox, or Snake. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Archivist of Oghma Creature -- Halfling Cleric Flash Whenever an opponent searches their library, you gain 1 life and draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arcum's Astrolabe Snow Artifact {S} can be paid with one mana from a snow source.) When this artifact enters, draw a card. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Basri, Tomorrow's Champion Legendary Creature -- Human Knight {W}, {T}, Exert Basri: Create a 1/1 white Cat creature token with lifelink. (An exerted creature won't untap during your next untap step.) Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.) When you cycle this card, Cats you control gain hexproof and indestructible until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Benevolent Bodyguard Creature -- Human Cleric Sacrifice this creature: Target creature you control gains protection from the color of your choice until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Containment Priest Creature -- Human Cleric Flash If a nontoken creature would enter and it wasn't cast, exile it instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Council's Judgment Sorcery Will of the council -- Starting with you, each player votes for a nonland permanent you don't control. Exile each permanent with the most votes or tied for most votes. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drannith Magistrate (1)(W) Creature -- Human Wizard Your opponents can't cast spells from anywhere other than their hands. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dust Bowl Land {T}: Add {C}. {3}, {T}, Sacrifice a land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eagles of the North (5)(W) Creature -- Bird Soldier Flying When this creature enters, creatures you control get +1/+0 and gain first strike until end of turn. Plainscycling {1} ({1}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eiganjo Castle Legendary Land {T}: Add {W}. {W}, {T}: Prevent the next 2 damage that would be dealt to target legendary creature this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Eiganjo, Seat of the Empire Legendary Land {T}: Add {W}. Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elite Spellbinder (2)(W) Creature -- Human Cleric Flying When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Esper Sentinel (W) Artifact Creature -- Human Soldier Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is this creature's power. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flickerwisp (1)(W)(W) Creature -- Elemental Flying When this creature enters, exile another target permanent. Return that card to the battlefield under its owner's control at the beginning of the next end step. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Frostwalk Bastion Snow Land {T}: Add {C}. {1}{S}: Until end of turn, this land becomes a 2/3 Construct artifact creature. It's still a land. ({S} can be paid with one mana from a snow source.) Whenever this land deals combat damage to a creature, tap that creature and it doesn't untap during its controller's next untap step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Get Lost Instant Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghost Vacuum Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Giver of Runes Creature -- Kor Cleric {T}: Another target creature you control gains protection from colorless or from the color of your choice until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glimmer Lens Artifact -- Equipment For Mirrodin! (When this Equipment enters, create a 2/2 red Rebel creature token, then attach this to it.) Whenever equipped creature and at least one other creature attack, draw a card. Equip {1}{W} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gloryheath Lynx Creature -- Cat Mount Lifelink Whenever this creature attacks while saddled, search your library for a basic Plains card, reveal it, put it into your hand, then shuffle. Saddle 2 (Tap any number of other creatures you control with total power 2 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guide of Souls Creature -- Human Cleric Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Idyllic Grange Land -- Plains ({T}: Add {W}.) This land enters tapped unless you control three or more other Plains. When this land enters untapped, put a +1/+1 counter on target creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasion of Gobakhan 1 W Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast. D 3 ----- BACK FACE ----- Lightshield Array Enchantment At the beginning of your end step, put a +1/+1 counter on each creature that attacked this turn. Sacrifice this enchantment: Creatures you control gain hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Journey to Nowhere 1 W Enchantment When this enchantment enters, exile target creature. When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lantern of the Lost 1 Artifact When this artifact enters, exile target card from a graveyard. {1}, {T}, Exile this artifact: Exile all cards from all graveyards, then draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lay Down Arms W Sorcery Exile target creature with mana value less than or equal to the number of Plains you control. Its controller gains 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lazotep Quarry Land -- Desert {T}: Add {C}. {T}, Sacrifice a creature: Add one mana of any color. {X}{2}, {T}, Sacrifice a Desert: Exile target creature card with mana value X from your graveyard. Create a token that's a copy of it, except it's a 4/4 black Zombie. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lion Sash 1 W Artifact Creature -- Equipment Cat {W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on this permanent. Equipped creature gets +1/+1 for each +1/+1 counter on this Equipment. Reconfigure {2} ({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mana Tithe W Instant Counter target spell unless its controller pays {1}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Marsh Flats Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mother of Runes Creature -- Human Cleric {T}: Target creature you control gains protection from the color of your choice until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Muraganda Raceway Land Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.) {T}: Add {C}. Max speed -- {T}: Add {C}{C}. 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
Ocelot Pride Creature -- Cat First strike, lifelink Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	On Thin Ice Snow Enchantment -- Aura Enchant snow land you control When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ossification Enchantment -- Aura Enchant basic land you control When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oust Sorcery Put target creature into its owner's library second from the top. Its controller gains 3 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overlord of the Mistmoors 5WW Enchantment Creature -- Avatar Horror Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Palace Jailer 2WW Creature -- Human Soldier When this creature enters, you become the monarch. When this creature enters, exile target creature an opponent controls until an opponent becomes the monarch. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Parallax Wave 2WW Enchantment Fading 5 (This enchantment enters with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) Remove a fade counter from this enchantment: Exile target creature. When this enchantment leaves the battlefield, each player returns to the battlefield all cards they own exiled with it. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Portable Hole W Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pre-War Formalwear 2W Artifact -- Equipment When this Equipment enters, return target creature card with mana value 3 or less from your graveyard to the battlefield and attach this Equipment to it. Equipped creature gets +2/+2 and has vigilance. Equip {3} 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prismatic Vista Land {T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ranger-Captain of Eos 1WW Creature -- Human Soldier Ranger When this creature enters, you may search your library for a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle. Sacrifice this creature: Your opponents can't cast noncreature spells this turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Razorgrass Ambush 1W Instant Razorgrass Ambush deals 3 damage to target attacking or blocking creature. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pre-War Formalwear 2W Artifact -- Equipment When this Equipment enters, return target creature card with mana value 3 or less from your graveyard to the battlefield and attach this Equipment to it. Equipped creature gets +2/+2 and has vigilance. Equip {3} 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prismatic Vista Land {T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ranger-Captain of Eos 1WW Creature -- Human Soldier Ranger When this creature enters, you may search your library for a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle. Sacrifice this creature: Your opponents can't cast noncreature spells this turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Razorgrass Ambush 1W Instant Razorgrass Ambush deals 3 damage to target attacking or blocking creature. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Recruiter of the Guard 2W Creature -- Human Soldier When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Relic of Progenitus 1 Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reprieve 1W Instant Return target spell to its owner's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reverent Mantra 3W Instant You may exile a white card from your hand rather than pay this spell's mana cost. Choose a color. All creatures gain protection from the chosen color until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Rishadan Port Land {T}: Add {C}. {1}, {T}: Tap target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Samwise the Stouthearted 1W Legendary Creature -- Halfling Peasant Flash When Samwise enters, choose up to one target permanent card in your graveyard that was put there from the battlefield this turn. Return it to your hand. Then the Ring tempts you. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sanctifier en-Vec WW Creature -- Human Cleric Protection from black and from red When this creature enters, exile all cards that are black or red from all graveyards. If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sand Scout 1W Creature -- Human Scout When this creature enters, if an opponent controls more lands than you, search your library for a Desert card, put it onto the battlefield tapped, then shuffle. Whenever one or more land cards are put into your graveyard from anywhere, create a 1/1 red, green, and white Sand Warrior creature token. This ability triggers only once each turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scavenger Grounds Land -- Desert {T}: Add {C}. {2}, {T}, Sacrifice a Desert: Exile all graveyards.	Scrabbling Claws ① Artifact {T}: Target player exiles a card from their graveyard. {1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.	Seasoned Dungeoneer ③W Creature -- Human Warrior When this creature enters, you take the initiative. Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores. (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 the creature, then put the card back or put it into your graveyard.)	Serra Paragon ②WW Creature -- Angel Flying Once during each of your turns, you may play a land from your graveyard or cast a permanent spell with mana value 3 or less from your graveyard. If you do, it gains "When this permanent is put into a graveyard from the battlefield, exile it and you gain 2 life."
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Shefet Dunes Land -- Desert {T}: Add {C}. {T}, Pay 1 life: Add {W}. {2}{W}{W}, {T}, Sacrifice a Desert: Creatures you control get +1/+1 until end of turn. Activate only as a sorcery.	Skrelv, Defector Mite W Legendary Artifact Creature -- Phyrexian Mite Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) Skrelv can't block. {W/P}, {T}: Choose a color. Another target creature you control gains toxic 1 and hexproof from that color until end of turn. It can't be blocked by creatures of that color this turn. ({W/P} can be paid with either {W} or 2 life.)	Skullclamp ① Artifact -- Equipment Equipped creature gets +1/-1. Whenever equipped creature dies, draw two cards. Equip {1}	Skyclave Apparition ①WW Creature -- Kor Spirit When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.
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Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Snow-Covered Plains Basic Snow Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Solitude Creature -- Elemental Incarnation Flash Lifelink When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power. Invoke--Exile a white card from your hand. 3 W W 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Staff of the Storyteller Artifact When this artifact enters, create a 1/1 white Spirit creature token with flying. Whenever you create one or more creature tokens, put a story counter on this artifact. {W}, {T}, Remove a story counter from this artifact: Draw a card. 1 W PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stoneforge Mystic Creature -- Kor Artificer When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle. {1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield. 1 W 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Swift Reconfiguration Enchantment -- Aura Flash Enchant creature or Vehicle Enchanted permanent is a Vehicle artifact with crew 5 and it loses all other card types. (It's not a creature unless it's crewed.) W PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swords to Plowshares Instant Exile target creature. Its controller gains life equal to its power. W PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tectonic Edge Land {T}: Add {C}. {1}, {T}, Sacrifice this land: Destroy target nonbasic land. Activate only if an opponent controls four or more lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple of the False God Land {T}: Add {C}{C}. Activate only if you control five or more lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thalia, Guardian of Thraben (1)(W) Legendary Creature -- Human Soldier First strike Noncreature spells cost {1} more to cast. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Wandering Emperor (2)(W)(W) Legendary Planeswalker Flash As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant. [+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn. [-1]: Create a 2/2 white Samurai creature token with vigilance. [-2]: Exile target tapped creature. You gain 2 life. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thraben Inspector (W) Creature -- Human Soldier 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	Tithe (W) Instant Search your library for a Plains card. If target opponent controls more lands than you, you may search your library for an additional Plains card. Reveal those cards, put them into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Toby, Beastie Befriender (2)(W) Legendary Creature -- Human Wizard When Toby enters, create a 4/4 white Beast creature token with "This token can't attack or block alone." As long as you control four or more creature tokens, creature tokens you control have flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Umezawa's Jitte (2) Legendary Artifact -- Equipment Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte. Remove a charge counter from Umezawa's Jitte: Choose one -- * Equipped creature gets +2/+2 until end of turn. * Target creature gets -1/-1 until end of turn. * You gain 2 life. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unexpectedly Absent (X)(W)(W) Instant Put target nonland permanent into its owner's library just beneath the top X cards of that library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urza's Saga Enchantment Land -- Urza's Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'" III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

War Room Land {T}: Add {C}. {3}, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Witch Enchanter Card ----- OTHER FACE ----- Witch Enchanter Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Phelia, Exuberant Shepherd 1W Legendary Creature -- Dog Flash Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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