

Acererak the Archlich ②⑧ Legendary Creature -- Zombie Wizard When Acererak enters, if you haven't completed Tomb of Annihilation, return Acererak to its owner's hand and venture into the dungeon. Whenever Acererak attacks, for each opponent, you create a 2/2 black Zombie creature token unless that player sacrifices a creature of their choice. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Acererak the Archlich ②⑧ Legendary Creature -- Zombie Wizard When Acererak enters, if you haven't completed Tomb of Annihilation, return Acererak to its owner's hand and venture into the dungeon. Whenever Acererak attacks, for each opponent, you create a 2/2 black Zombie creature token unless that player sacrifices a creature of their choice. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Acererak the Archlich ②⑧ Legendary Creature -- Zombie Wizard When Acererak enters, if you haven't completed Tomb of Annihilation, return Acererak to its owner's hand and venture into the dungeon. Whenever Acererak attacks, for each opponent, you create a 2/2 black Zombie creature token unless that player sacrifices a creature of their choice. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Acererak the Archlich ②⑧ Legendary Creature -- Zombie Wizard When Acererak enters, if you haven't completed Tomb of Annihilation, return Acererak to its owner's hand and venture into the dungeon. Whenever Acererak attacks, for each opponent, you create a 2/2 black Zombie creature token unless that player sacrifices a creature of their choice. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Atraxa, Grand Unifier ③⑥⑦⑧⑨⑩ Legendary Creature -- Phyrexian Angel Flying, vigilance, deathtouch, lifelink When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.) 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Atraxa, Grand Unifier ③⑥⑦⑧⑨⑩ Legendary Creature -- Phyrexian Angel Flying, vigilance, deathtouch, lifelink When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.) 7/7 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

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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Breeding Pool

Land -- Forest Island

($\{T\}$: Add $\{G\}$ or $\{U\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cavern of Souls

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color.
Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cavern of Souls

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color.
Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Collected Company

③ ④

Instant

Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Collected Company (3)(G)

Instant

Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Collected Company (3)(G)

Instant

Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Collected Company (3)(G)

Instant

Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Mystic (G)

Creature -- Elf Druid

$$\{T\}: \text{Add } \{G\}.$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/1

G

$$\{T\} : \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

$$\{T\} : \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Forest

$$(\{T\} : \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

{T}: Add two mana in any combination of colors. Spend this mana only to cast creature spells or activate abilities of creature sources. Whenever you cast a creature spell with power 5 or greater, put a +1/+1 counter on Gwenna and untap it.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

{T}: Add two mana in any combination of colors. Spend this mana only to cast creature spells or activate abilities of creature sources. Whenever you cast a creature spell with power 5 or greater, put a +1/+1 counter on Gwenna and untap it.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

{T}: Add two mana in any combination of colors. Spend this mana only to cast creature spells or activate abilities of creature sources. Whenever you cast a creature spell with power 5 or greater, put a +1/+1 counter on Gwenna and untap it.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

{T}: Add two mana in any combination of colors. Spend this mana only to cast creature spells or activate abilities of creature sources. Whenever you cast a creature spell with power 5 or greater, put a +1/+1 counter on Gwenna and untap it.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Honest Rutstein ①②③ 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. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Honest Rutstein ①②③ 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. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Honest Rutstein ①②③ 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. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Honest Rutstein ①②③ 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. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Jegantha, the Wellspring ④⑤⑥ Legendary Creature -- Elemental Elk Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) {T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kinnan, Bonder Prodigy ⑦⑧ Legendary Creature -- Human Druid Whenever you tap a nonland permanent for mana, add one mana of any type that permanent produced. {5}{G}{U}: Look at the top five cards of your library. You may put a non-Human creature card from among them onto the battlefield. Put the rest on the bottom of your library in a random order. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kinnan, Bonder Prodigy ⑦⑧ Legendary Creature -- Human Druid Whenever you tap a nonland permanent for mana, add one mana of any type that permanent produced. {5}{G}{U}: Look at the top five cards of your library. You may put a non-Human creature card from among them onto the battlefield. Put the rest on the bottom of your library in a random order. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kinnan, Bonder Prodigy ⑦⑧ Legendary Creature -- Human Druid Whenever you tap a nonland permanent for mana, add one mana of any type that permanent produced. {5}{G}{U}: Look at the top five cards of your library. You may put a non-Human creature card from among them onto the battlefield. Put the rest on the bottom of your library in a random order. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lively Dirge 1 B Sorcery Spree (Choose one or more additional costs.) + {1} -- Search your library for a card, put it into your graveyard, then shuffle. + {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves G Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves G Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves G Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Otawara, Soaring City Legendary Land {T}: Add {U}. Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control. 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	Plaza of Heroes Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell. {T}: Add one mana of any color among legendary permanents you control. {3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plaza of Heroes

Land

```
{T}: Add {C}.
{T}: Add one mana of any color.
Spend this mana only to cast a
legendary spell.
{T}: Add one mana of any color among
legendary permanents you control.
{3}, {T}, Exile this land: Target
legendary creature gains hexproof
and indestructible until end of
turn.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plaza of Heroes

Land

{T}: Add {C}.
 {T}: Add one mana of any color.
 Spend this mana only to cast a
 legendary spell.
 {T}: Add one mana of any color among
 legendary permanents you control.
 {3}, {T}, Exile this land: Target
 legendary creature gains hexproof
 and indestructible until end of
 turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plaza of Heroes

Land

{T}: Add {C}.

{T}: Add one mana of any color. Spend this mana only to cast a legendary spell.

{T}: Add one mana of any color among legendary permanents you control.

{3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Relic of Legends

③

Artifact

{T}: Add one mana of any color.
Tap an untapped legendary creature
you control: Add one mana of any
color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Relic of Legends

③

Artifact

{T}: Add one mana of any color.
Tap an untapped legendary creature
you control: Add one mana of any
color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Relic of Legends

③

Artifact

{T}: Add one mana of any color.
Tap an untapped legendary creature
you control: Add one mana of any
color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Relic of Legends

③

Artifact

{T}: Add one mana of any color.
Tap an untapped legendary creature
you control: Add one mana of any
color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rona, Herald of Invasion ①②

①

U

Legendary Creature -- Human Wizard

Whenever you cast a legendary spell,
untap Rona.
{T}: Draw a card, then discard a card.
{5}{B/P}: Transform Rona. Activate
only as a sorcery. ({B/P} can be paid
with either {B} or 2 life.)

1/3

- - - BACK FACE - - -

Rona, Tolarian Obliterator

Legendary Creature -- Phyrexian Wizard

Trample
Whenever a source deals damage to Rona, that source's controller exiles a card from their hand at random. If it's a land card, you may put it onto the battlefield under your control. Otherwise, you may cast it without paying its mana cost.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fatal Push B 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 PLAYbotbox.dev	Fatal Push B 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 PLAYbotbox.dev	Fatal Push B 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 PLAYbotbox.dev	Jegantha, the Wellspring 4R/G Legendary Creature -- Elemental Elk Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) {T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Kambal, Consul of Allocation 1WB Legendary Creature -- Human Advisor Whenever an opponent casts a noncreature spell, that player loses 2 life and you gain 2 life. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

2 G

When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --

- * Destroy target artifact or enchantment.
- * Exile target player's graveyard.
- * You gain 4 life.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

{T}: Exile up to two target cards from a single graveyard.

Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.
Crew 2

*** / ***

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G W

When Yasharn enters, search your library for a basic Forest card and a basic Plains card, reveal those cards, put them into your hand, then shuffle.

Players can't pay life or sacrifice nonland permanents to cast spells or activate abilities.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G W

When Yasharn enters, search your library for a basic Forest card and a basic Plains card, reveal those cards, put them into your hand, then shuffle.

Players can't pay life or sacrifice nonland permanents to cast spells or activate abilities.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev