

Abundant Harvest 6 Sorcery Choose land or nonland. Reveal cards from the top of your library until you reveal a card of the chosen kind. Put that card into your hand and the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abundant Harvest 6 Sorcery Choose land or nonland. Reveal cards from the top of your library until you reveal a card of the chosen kind. Put that card into your hand and the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abundant Harvest 6 Sorcery Choose land or nonland. Reveal cards from the top of your library until you reveal a card of the chosen kind. Put that card into your hand and the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abundant Harvest 6 Sorcery Choose land or nonland. Reveal cards from the top of your library until you reveal a card of the chosen kind. Put that card into your hand and the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Allosaurus Rider 566 Creature -- Elf Warrior You may exile two green cards from your hand rather than pay this spell's mana cost. Allosaurus Rider's power and toughness are each equal to 1 plus the number of lands you control. 1+*/1+* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Allosaurus Rider 566 Creature -- Elf Warrior You may exile two green cards from your hand rather than pay this spell's mana cost. Allosaurus Rider's power and toughness are each equal to 1 plus the number of lands you control. 1+*/1+* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Allosaurus Rider 566 Creature -- Elf Warrior You may exile two green cards from your hand rather than pay this spell's mana cost. Allosaurus Rider's power and toughness are each equal to 1 plus the number of lands you control. 1+*/1+* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Allosaurus Rider 566 Creature -- Elf Warrior You may exile two green cards from your hand rather than pay this spell's mana cost. Allosaurus Rider's power and toughness are each equal to 1 plus the number of lands you control. 1+*/1+* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Autochthon Wurm 10GGGW Creature -- Wurm 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.) Trample 9/14 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Autochthon Wurm 10GGGW Creature -- Wurm 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.) Trample 9/14 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev
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Chancellor of the Tangle ④⑥⑥⑥ Creature -- Phyrexian Beast You may reveal this card from your opening hand. If you do, at the beginning of your first main phase of the game, add {G}. Reach, vigilance 6/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chancellor of the Tangle ④⑥⑥⑥ Creature -- Phyrexian Beast You may reveal this card from your opening hand. If you do, at the beginning of your first main phase of the game, add {G}. Reach, vigilance 6/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disciple of Freyalise ③⑥⑥⑥ Creature -- Elf Druid When this creature enters, you may sacrifice another creature. If you do, you gain X life and draw X cards, where X is that creature's power. 3/3 --- BACK FACE --- Garden of Freyalise Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disciple of Freyalise ③⑥⑥⑥ Creature -- Elf Druid When this creature enters, you may sacrifice another creature. If you do, you gain X life and draw X cards, where X is that creature's power. 3/3 --- BACK FACE --- Garden of Freyalise Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Griselbrand Legendary Creature -- Demon 4BBB Flying, lifelink Pay 7 life: Draw seven cards. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mox Amber Legendary Artifact 0 {T}: Add one mana of any color among legendary creatures and planeswalkers you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mox Amber Legendary Artifact 0 {T}: Add one mana of any color among legendary creatures and planeswalkers you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Neoform Sorcery GU As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value equal to 1 plus the sacrificed creature's mana value, put that card onto the battlefield with an additional +1/+1 counter on it, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Neoform G U Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value equal to 1 plus the sacrificed creature's mana value, put that card onto the battlefield with an additional +1/+1 counter on it, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Neoform G U Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value equal to 1 plus the sacrificed creature's mana value, put that card onto the battlefield with an additional +1/+1 counter on it, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Neoform G U Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value equal to 1 plus the sacrificed creature's mana value, put that card onto the battlefield with an additional +1/+1 counter on it, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nourishing Shoal X G G Instant -- Arcane You may exile a green card with mana value X from your hand rather than pay this spell's mana cost. You gain X life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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①

Counter target spell.
At the beginning of your next
upkeep, pay {3}{U}{U}. If you don't,
you lose the game.

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At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Lifelink
Exort (Whenever you cast a spell, you may pay {W/B}. If you do, each opponent loses 1 life and you gain that much life.)
At the beginning of each of your postcombat main phases, if you gained 3 or more life this turn, exile Sorin, then return him to the battlefield transformed under his owner's control.

1/4

- - - BACK FACE - - -

Extort (Whenever you cast a spell, you may pay {W/B}. If you do, each opponent loses 1 life and you gain that much life.)

[+2]: Create a Food token.

[+3]: Scry in dealer's deck equal to the amount of life you gained this turn to any target.

[6-]: Gain control of target creature. It becomes a Vampire in addition to its other types. Put a lifelink counter on it if you control a white permanent other than that creature or

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay $\{2\}\{G\}\{G\}$. If you don't, you lose the game.

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Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay $\{2\}\{G\}\{G\}$. If you don't, you lose the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G G G

Look at the top seven cards of your library. You may put a creature card from among them onto the battlefield. If that card has mana value 3 or less, it enters with three additional +1/+1 counters on it. Put the rest on the bottom of your library in a random order.

- - - BACK FACE - - -

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Foundation Breaker ③⑥ Creature -- Elemental When this creature enters, you may destroy target artifact or enchantment. Evoke {1}{G} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Foundation Breaker ③⑥ Creature -- Elemental When this creature enters, you may destroy target artifact or enchantment. Evoke {1}{G} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Into the Flood Maw ① Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Into the Flood Maw ① Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Nature's Claim ⑥ Instant Destroy target artifact or enchantment. Its controller gains 4 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nature's Claim ⑥ Instant Destroy target artifact or enchantment. Its controller gains 4 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pact of Negation ⑨ Instant Counter target spell. At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pact of Negation ⑨ Instant Counter target spell. At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Veil of Summer 6 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 PLAY botbox.dev	Veil of Summer 6 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 PLAY botbox.dev	Veil of Summer 6 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 PLAY botbox.dev	
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