

Aether Hub Land When this land enters, you get {E} (an energy counter). {T}: Add {C}. {T}, Pay {E}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aether Hub Land When this land enters, you get {E} (an energy counter). {T}: Add {C}. {T}, Pay {E}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aether Hub Land When this land enters, you get {E} (an energy counter). {T}: Add {C}. {T}, Pay {E}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aether Hub Land When this land enters, you get {E} (an energy counter). {T}: Add {C}. {T}, Pay {E}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Angel of Invention 3WW Creature -- Angel Flying, vigilance, lifelink Fabricate 2 (When this creature enters, put two +1/+1 counters on it or create two 1/1 colorless Servo artifact creature tokens.) Other creatures you control get +1/+1. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Angel of Invention 3WW Creature -- Angel Flying, vigilance, lifelink Fabricate 2 (When this creature enters, put two +1/+1 counters on it or create two 1/1 colorless Servo artifact creature tokens.) Other creatures you control get +1/+1. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Angel of Invention 3WW Creature -- Angel Flying, vigilance, lifelink Fabricate 2 (When this creature enters, put two +1/+1 counters on it or create two 1/1 colorless Servo artifact creature tokens.) Other creatures you control get +1/+1. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Angel of Invention 3WW Creature -- Angel Flying, vigilance, lifelink Fabricate 2 (When this creature enters, put two +1/+1 counters on it or create two 1/1 colorless Servo artifact creature tokens.) Other creatures you control get +1/+1. 2/1 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 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	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
Champion of Wits 2 U Creature -- Snake Wizard When this creature enters, you may draw cards equal to its power. If you do, discard two cards. Eternalize {5}{U}{U} ({5}{U}{U}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Snake Wizard with no mana cost. Eternalize only as a sorcery.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Champion of Wits 2 U Creature -- Snake Wizard When this creature enters, you may draw cards equal to its power. If you do, discard two cards. Eternalize {5}{U}{U} ({5}{U}{U}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Snake Wizard with no mana cost. Eternalize only as a sorcery.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Champion of Wits 2 U Creature -- Snake Wizard When this creature enters, you may draw cards equal to its power. If you do, discard two cards. Eternalize {5}{U}{U} ({5}{U}{U}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Snake Wizard with no mana cost. Eternalize only as a sorcery.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Champion of Wits 2 U Creature -- Snake Wizard When this creature enters, you may draw cards equal to its power. If you do, discard two cards. Eternalize {5}{U}{U} ({5}{U}{U}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Snake Wizard with no mana cost. Eternalize only as a sorcery.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chart a Course 1 U Sorcery Draw two cards. Then discard a card unless you attacked this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chart a Course 1 U Sorcery Draw two cards. Then discard a card unless you attacked this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chart a Course 1 U Sorcery Draw two cards. Then discard a card unless you attacked this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chart a Course 1 U Sorcery Draw two cards. Then discard a card unless you attacked this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Gate to the Afterlife ③ Artifact Whenever a nontoken creature you control dies, you gain 1 life. Then you may draw a card. If you do, discard a card. {2}, {T}, Sacrifice this artifact: Search your graveyard, hand, and/or library for a card named God-Pharaoh's Gift and put it onto the battlefield. If you search your library this way, shuffle. Activate only if there are six or more creature cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gate to the Afterlife ③ Artifact Whenever a nontoken creature you control dies, you gain 1 life. Then you may draw a card. If you do, discard a card. {2}, {T}, Sacrifice this artifact: Search your graveyard, hand, and/or library for a card named God-Pharaoh's Gift and put it onto the battlefield. If you search your library this way, shuffle. Activate only if there are six or more creature cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gate to the Afterlife ③ Artifact Whenever a nontoken creature you control dies, you gain 1 life. Then you may draw a card. If you do, discard a card. {2}, {T}, Sacrifice this artifact: Search your graveyard, hand, and/or library for a card named God-Pharaoh's Gift and put it onto the battlefield. If you search your library this way, shuffle. Activate only if there are six or more creature cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	God-Pharaoh's Gift ⑦ Artifact At the beginning of combat on your turn, you may exile a creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a 4/4 black Zombie. It gains haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

God-Pharaoh's Gift Artifact At the beginning of combat on your turn, you may exile a creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a 4/4 black Zombie. It gains haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hinterland Harbor Land This land enters tapped unless you control a Forest or an Island. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hinterland Harbor Land This land enters tapped unless you control a Forest or an Island. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ipnu Rivulet Land -- Desert {T}: Add {C}. {T}, Pay 1 life: Add {U}. {1}{U}, {T}, Sacrifice a Desert: Target player mills four cards. (They put the top four cards of their library into their graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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1 G G

When this creature enters, it explores, then it explores again. (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. Then repeat this process.)

2/1

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

1/1

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CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; 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.

sheet 6/10 - 8 cards - 2.5 x 3.5 in each

Walking Ballista X X Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. {4}: Put a +1/+1 counter on this creature. Remove a +1/+1 counter from this creature: It deals 1 damage to any target. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Walking Ballista X X Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. {4}: Put a +1/+1 counter on this creature. Remove a +1/+1 counter from this creature: It deals 1 damage to any target. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Walking Ballista X X Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. {4}: Put a +1/+1 counter on this creature. Remove a +1/+1 counter from this creature: It deals 1 damage to any target. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Walking Ballista X X Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. {4}: Put a +1/+1 counter on this creature. Remove a +1/+1 counter from this creature: It deals 1 damage to any target. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Baral's Expertise 3 U U Sorcery Return up to three target artifacts and/or creatures to their owners' hands. You may cast a spell with mana value 4 or less from your hand without paying its mana cost. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Baral's Expertise 3 U U Sorcery Return up to three target artifacts and/or creatures to their owners' hands. You may cast a spell with mana value 4 or less from your hand without paying its mana cost. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate 1 U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate 1 U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

U

Counter target noncreature spell
unless its controller pays {2}.

[sidebar]

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Counter target noncreature spell
unless its controller pays {2}.

[sideboard]

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Counter target noncreature spell
unless its controller pays {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 G G

{1}, Sacrifice this creature:
Destroy target artifact or
enchantment.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 G G

{1}, Sacrifice this creature:
Destroy target artifact or
enchantment.

[sidebar]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 G G

{1}, Sacrifice this creature:
Destroy target artifact or
enchantment.

[sidebar]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①GG

{1}, Sacrifice this creature:
Destroy target artifact or
enchantment.

[sidebar]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

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

[sidebar]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wildgrowth Walker 16 Creature -- Elemental Whenever a creature you control explores, put a +1/+1 counter on this creature and you gain 3 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wildgrowth Walker 16 Creature -- Elemental Whenever a creature you control explores, put a +1/+1 counter on this creature and you gain 3 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wildgrowth Walker 16 Creature -- Elemental Whenever a creature you control explores, put a +1/+1 counter on this creature and you gain 3 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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