Aang's Iceberg {2}{W}

Enchantment

Flash
When this enchantment enters, exile up to one other target nonland permanent until this enchantment leaves the battlefield.
Waterbend {3}: Sacrifice this enchantment. If you do, scry 2.
(While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abundant Growth {G}

Enchantment -- Aura

Enchant land
When this Aura enters, draw a card.
Enchanted land has "{T}: Add one mana of any color."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arbor Elf {G}

Creature -- Elf Druid

{T}: Untap target Forest.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Argothian Enchantress {1}{G}

Creature -- Human Druid

Shroud (This creature can't be the target of spells or abilities.)
Whenever you cast an enchantment spell, draw a card.

0/1

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

Authority of the Consuls {W}

Enchantment

Creatures your opponents control enter tapped.
Whenever a creature an opponent controls enters, you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Avacyn's Pilgrim {G}

Creature -- Human Monk

{T}: Add {W}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Banishing Light {2}{W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Birds of Paradise {G}

Creature -- Bird

Flying
{T}: Add one mana of any color.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Borrowed Time {2}{W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.

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

Branchloft Pathway

Land

{T}: Add {G}.

- - - BACK FACE - - -

Boulderloft Pathway

Land

{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brilliant Wings {1}{W}

Enchantment -- Aura

Flash
Enchant creature you control
Enchanted creature has flying and hexproof.
Whenever a creature you control enters, you may pay {1}. If you do, attach this Aura to that creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burgeoning {G}

Enchantment

Whenever an opponent plays a land, you may put a land card from your hand onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Carapace {G}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +0/+2.
Sacrifice this Aura: Regenerate enchanted creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Command Tower

Land

{T}: Add one mana of any color in your commander's color identity.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Curse of Exhaustion (2)(W)(W)

Enchantment -- Aura Curse

Enchant player
Enchanted player can't cast more than one spell each turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Curse of Silence (W)

Enchantment -- Aura Curse

Enchant player
As this Aura enters, choose a card name.
Spells with the chosen name enchanted player casts cost {2} more to cast.
Whenever enchanted player casts a spell with the chosen name, you may sacrifice this Aura. If you do, draw a card.

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

Destiny Spinner (1)(G)

Enchantment Creature -- Human

Creature and enchantment spells you control can't be countered.
{3}{G}: Target land you control becomes an X/X Elemental creature with trample and haste until end of turn, where X is the number of enchantments you control. It's still a land.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Earthcraft (1)(G)

Enchantment

Tap an untapped creature you control: Untap target basic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eidolon of Blossoms (2)(G)(G)

Enchantment Creature -- Spirit

Constellation -- Whenever this creature or another enchantment you control enters, draw a card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enchantress's Presence (2)(G)

Enchantment

Whenever you cast an enchantment spell, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enlightened Tutor (W)

Instant

Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Exploration (G)

Enchantment

You may play an additional land on each of your turns.

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

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Forest

({T}: Add {G}.)

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Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghostly Prison {2}{W}

Enchantment

Creatures can't attack you unless their controller pays {2} for each creature they control that's attacking you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Greater Auramancy {1}{W}

Enchantment

Other enchantments you control have shroud. (A permanent with shroud can't be the target of spells or abilities.)
Enchanted creatures you control have shroud.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hall of Heliod's Generosity

Legendary Land

{T}: Add {C}.
{1}{W}, {T}: Put target enchantment card from your graveyard on top of your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallowed Haunting {2}{W}{W}

Enchantment

As long as you control seven or more enchantments, creatures you control have flying and vigilance.
Whenever you cast an enchantment spell, create a white Spirit Cleric creature token with "This token's power and toughness are each equal to the number of Spirits you control."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Horizon Canopy

Land

{T}, Pay 1 life: Add {G} or {W}.
{1}, {T}, Sacrifice this land: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hushwood Verge

Land

{T}: Add {G}.
{T}: Add {W}. Activate only if you control a Forest or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hyena Umbra {W}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1 and has first strike.
Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Island Sanctuary {1}{W}

Enchantment

If you would draw a card during your draw step, instead you may skip that draw. If you do, until your next turn, you can't be attacked except by creatures with flying and/or islandwalk.

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

Jukai Naturalist {G}{W}

Enchantment Creature -- Human Monk

Lifelink
Enchantment spells you cast cost {1} less to cast.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land Tax {W}

Enchantment

At the beginning of your upkeep, if an opponent controls more lands than you, you may search your library for up to three basic land cards, reveal them, put them into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Maze of Ith

Land

{T}: Untap target attacking creature. Prevent all combat damage that would be dealt to and dealt by that creature this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mirri's Guile {G}

Enchantment

At the beginning of your upkeep, you may look at the top three cards of your library, then put them back in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - LostlnThought - Duel Commander (Duel Commander League) sheet 6/13 - 8 cards - 2.5 x 3.5 in each

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Misty Rainforest

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mother of Runes (W)

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

Multani's Presence (G)

Enchantment

Whenever a spell you've cast is countered, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nevermore (1)(W)(W)

Enchantment

As this enchantment enters, choose a nonland card name.
Spells with the chosen name can't be cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nyx-Fleece Ram (1)(W)

Enchantment Creature -- Sheep

At the beginning of your upkeep, you gain 1 life.

0/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oblivion Ring (2)(W)

Enchantment

When this enchantment enters, exile another target nonland permanent.
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

Ossification (1)(W)

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overlord of the Mistmoors (5)(W)(W)

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

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Parallax Wave {2}{W}{W}

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Path to Exile {W}

Instant

Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pendelhaven

Legendary Land

{T}: Add {G}.
{T}: Target 1/1 creature gets +1/+2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Planar Disruption {1}{W}

Enchantment -- Aura

Enchant artifact, creature, or planeswalker
Enchanted permanent can't attack or block, and its activated abilities can't be activated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rest in Peace {1}{W}

Enchantment

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sanctum Weaver {1}{G}

Enchantment Creature -- Dryad

{T}: Add X mana of any one color, where X is the number of enchantments you control.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Savannah

Land -- Forest Plains

({T}: Add {G} or {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seal from Existence {1}{W}{W}

Enchantment

Ward {3} (Whenever this enchantment becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)
When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Setessan Champion {2}{G}

Creature -- Human Warrior

Constellation -- Whenever an enchantment you control enters, put a +1/+1 counter on this creature and draw a card.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Shapers' Sanctuary {G}

Enchantment

Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shardmage's Rescue {W}

Enchantment -- Aura

Flash
Enchant creature you control
As long as this Aura entered this turn, enchanted creature has hexproof.
Enchanted creature gets +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solitary Confinement {2}{W}

Enchantment

At the beginning of your upkeep, sacrifice this enchantment unless you discard a card.
Skip your draw step.
You have shroud. (You can't be the target of spells or abilities.)
Prevent all damage that would be dealt to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Song of the Dryads {2}{G}

Enchantment -- Aura

Enchant permanent
Enchanted permanent is a colorless Forest land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spider Umbra {G}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1 and has reach. (It can block creatures with flying.)
Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Springheart Nantuko {1}{G}

Enchantment Creature -- Insect Monk

Bestow {1}{G}
Enchanted creature gets +1/+1.
Landfall -- Whenever a land you control enters, you may pay {1}{G} if this permanent is attached to a creature you control. If you do, create a token that's a copy of that creature. If you didn't create a token this way, create a 1/1 green Insect creature token.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Steely Resolve {1}{G}

Enchantment

As this enchantment enters, choose a creature type.
Creatures of the chosen type have shroud. (They can't be the targets of spells or abilities.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sterling Grove {G}{W}

Enchantment

Other enchantments you control have shroud. (They can't be the targets of spells or abilities.)
{1}, Sacrifice this enchantment: Search your library for an enchantment card, reveal it, then shuffle and put that card on top.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Strength of the Harvest {2}{G/W}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1 for each creature and/or enchantment you control.

- - - BACK FACE - - -

Haven of the Harvest

Land

This land enters tapped.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Summon: Yojimbo {3}{W}

Enchantment Creature -- Saga Samurai

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I -- Exile target artifact, enchantment, or tapped creature an opponent controls.
II, III -- Until your next turn, creatures can't attack you unless their controller pays {2} for each of those creatures.
IV -- Create X Treasure tokens, where X is the number of opponents who control a creature with power 4 or greater.
Vigilance

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunpetal Grove

Land

This land enters tapped unless you control a Forest or a Plains.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swift Reconfiguration {W}

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swords to Plowshares {W}

Instant

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sylvan Library {1}{G}

Enchantment

At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple Garden

Land -- Forest Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unbridled Growth {G}

Enchantment -- Aura

Enchant land
Enchanted land has "{T}: Add one mana of any color."
Sacrifice this Aura: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Utopia Sprawl {G}

Enchantment -- Aura

Enchant Forest
As this Aura enters, choose a color.
Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Verdant Catacombs

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

Wheel of Sun and Moon {G/W}{G/W}

Enchantment -- Aura

Enchant player
If a card would be put into enchanted player's graveyard from anywhere, instead that card is revealed and put on the bottom of that player's library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wild Growth {G}

Enchantment -- Aura

Enchant land
Whenever enchanted land is tapped for mana, its controller adds an additional {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

Witch Enchanter {3}{W}

Creature -- Human Warlock

When this creature enters, destroy target artifact or enchantment an opponent controls.

2/2

- - - BACK FACE - - -

Witch-Blessed Meadow

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wooded Bastion

Land

{T}: Add {C}.
{G/W}, {T}: Add {G}{G}, {G}{W}, or {W}{W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wooded Foothills

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Worldly Tutor {G}

Instant

Search your library for a creature card, reveal it, then shuffle and put the card on top.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Worship {3}{W}

Enchantment

If you control a creature, damage that would reduce your life total to less than 1 reduces it to 1 instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yavimaya, Cradle of Growth

Legendary Land

Each land is a Forest in addition to its other land types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sythis, Harvest's Hand {G}{W}

Legendary Enchantment Creature -- Nymph

Whenever you cast an enchantment spell, you gain 1 life and draw a card.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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