

Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.
{T}: Add {W}.
{3}{W}, {T}: Put a +1/+1 counter on each creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Cosmogrand Zenith (2)(W)

Creature -- Human Soldier

Whenever you cast your second spell each turn, choose one --

- * Create two 1/1 white Human Soldier creature tokens.
- * Put a +1/+1 counter on each creature you control.

2/4

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Curious Farm Animals (W)

Creature -- Boar Elk Bird Ox

When this creature dies, you gain 3 life.
{2}, Sacrifice this creature:
Destroy up to one target artifact or enchantment.

1/1

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Figure of Fable (G/W) Creature -- Kithkin {G/W}: This creature becomes a Kithkin Scout with base power and toughness 2/3. {1}{G/W}{G/W}: If this creature is a Scout, it becomes a Kithkin Soldier with base power and toughness 4/5. {3}{G/W}{G/W}{G/W}: If this creature is a Soldier, it becomes a Kithkin Avatar with base power and toughness 7/8 and protection from each of your opponents. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Figure of Fable (G/W) Creature -- Kithkin {G/W}: This creature becomes a Kithkin Scout with base power and toughness 2/3. {1}{G/W}{G/W}: If this creature is a Scout, it becomes a Kithkin Soldier with base power and toughness 4/5. {3}{G/W}{G/W}{G/W}: If this creature is a Soldier, it becomes a Kithkin Avatar with base power and toughness 7/8 and protection from each of your opponents. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Figure of Fable (G/W) Creature -- Kithkin {G/W}: This creature becomes a Kithkin Scout with base power and toughness 2/3. {1}{G/W}{G/W}: If this creature is a Scout, it becomes a Kithkin Soldier with base power and toughness 4/5. {3}{G/W}{G/W}{G/W}: If this creature is a Soldier, it becomes a Kithkin Avatar with base power and toughness 7/8 and protection from each of your opponents. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Get Lost (1)(W) 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.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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W

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1/1

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Basic Land -- Plains

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

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Seam Rip Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soulstone Sanctuary Land {T}: Add {C}. {4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Springleaf Drum Artifact {T}, Tap an untapped creature you control: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Springleaf Drum Artifact {T}, Tap an untapped creature you control: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Starfield Shepherd 3 W W Creature -- Angel Flying When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle. Warp {1}{W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starfield Shepherd 3 W W Creature -- Angel Flying When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle. Warp {1}{W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Voice of Victory 1 W Creature -- Human Bard Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Voice of Victory 1 W Creature -- Human Bard Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ademi of the Silkchutes (card data unavailable) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ademi of the Silkchutes (card data unavailable) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Clarion Conqueror 2 W Creature -- Dragon Flying Activated abilities of artifacts, creatures, and planeswalkers can't be activated. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Clarion Conqueror 2 W Creature -- Dragon Flying Activated abilities of artifacts, creatures, and planeswalkers can't be activated. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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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. [sideboard] 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. [sideboard] 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. [sideboard] 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sheltered by Ghosts ①W

Enchantment -- Aura

Enchant creature you control
When this Aura enters, exile target
nonland permanent an opponent
controls until this Aura leaves the
battlefield.

Enchanted creature gets +1/+0 and has lifelink and ward {2}.

[sidebar]

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