

④

Whenever you cast a spell, you gain 1 life for each spell you've cast this turn.

**Pay 50 life:** This artifact deals 50 damage to any target.

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WB

Ward--Pay 3 life.  
Whenever you gain life, Amalia Benavides Aguirre explores. Then destroy all other creatures if its power is exactly 20. (To have this creature explore, 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.)

2/2

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2/2

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This land enters tapped unless you control two or fewer other lands.  
{T}: Add {B} or {G}.

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## 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.

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## Cenote Scout

**G**

Creature -- Merfolk Scout

When this creature enters, it explores. (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.)

1/1

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Ⓒ

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1/1

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## Chord of Calling

X G G G

Instant

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.) Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.

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3 G

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.

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① ② B

Flying, lifelink  
When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

1/1

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① ②

Flying, lifelink  
When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

1/1

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**B G**

Whenever you gain life, each opponent loses 1 life.

{1}, Sacrifice another creature: Dina gets +X/+0 until end of turn, where X is the sacrificed creature's power.

1/3

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| <div> <b>Extraction Specialist</b> <span>2</span> <span>W</span> </div> <div>           Creature -- Human Rogue         </div> <div> <p>Lifelink</p> <p>When this creature enters, return target creature card with mana value 2 or less from your graveyard to the battlefield. That creature can't attack or block for as long as you control this creature.</p> </div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                    | <div> <b>Extraction Specialist</b> <span>2</span> <span>W</span> </div> <div>           Creature -- Human Rogue         </div> <div> <p>Lifelink</p> <p>When this creature enters, return target creature card with mana value 2 or less from your graveyard to the battlefield. That creature can't attack or block for as long as you control this creature.</p> </div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                    | <div> <b>Lively Dirge</b> <span>1</span> <span>B</span> </div> <div>           Sorcery         </div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1} -- Search your library for a card, put it into your graveyard, then shuffle.</p> <p>+ {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield.</p> </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Lunarch Veteran</b> <span>W</span> </div> <div>           Creature -- Human Cleric         </div> <div> <p>Whenever another creature you control enters, you gain 1 life.</p> <p>Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)</p> </div> <div> <div>1/1</div> </div> <div>           ----- BACK FACE -----         </div> <div> <b>Luminous Phantom</b> </div> <div>           Creature -- Spirit Cleric         </div> <div> <p>Flying</p> <p>Whenever another creature you control leaves the battlefield, you gain 1 life.</p> <p>If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Lunarch Veteran</b> <span>W</span> </div> <div>           Creature -- Human Cleric         </div> <div> <p>Whenever another creature you control enters, you gain 1 life.</p> <p>Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)</p> </div> <div> <div>1/1</div> </div> <div>           ----- BACK FACE -----         </div> <div> <b>Luminous Phantom</b> </div> <div>           Creature -- Spirit Cleric         </div> <div> <p>Flying</p> <p>Whenever another creature you control leaves the battlefield, you gain 1 life.</p> <p>If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Lunarch Veteran</b> <span>W</span> </div> <div>           Creature -- Human Cleric         </div> <div> <p>Whenever another creature you control enters, you gain 1 life.</p> <p>Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)</p> </div> <div> <div>1/1</div> </div> <div>           ----- BACK FACE -----         </div> <div> <b>Luminous Phantom</b> </div> <div>           Creature -- Spirit Cleric         </div> <div> <p>Flying</p> <p>Whenever another creature you control leaves the battlefield, you gain 1 life.</p> <p>If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Mana Confluence</b> </div> <div>           Land         </div> <div> <p>{T}, Pay 1 life: Add one mana of any color.</p> </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                  | <div> <b>Mana Confluence</b> </div> <div>           Land         </div> <div> <p>{T}, Pay 1 life: Add one mana of any color.</p> </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |

Land

{T}, Pay 1 life: Add one mana of any color.

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Land - - Swamp Forest

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

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Basic Land -- Plains

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

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Creature -- Halfling Citizen

When this creature enters, create a Treasure token. (It's an artifact with "[T], Sacrifice this token: Add one mana of any color.") Whenever another creature you control enters, you gain 1 life.

1/1

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1/1

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| <b>Prosperous Innkeeper</b> ①⑥<br>Creature -- Halfling Citizen<br>When this creature enters, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.")<br>Whenever another creature you control enters, you gain 1 life.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Prosperous Innkeeper</b> ①⑥<br>Creature -- Halfling Citizen<br>When this creature enters, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.")<br>Whenever another creature you control enters, you gain 1 life.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Razorverge Thicket</b><br>Land<br>This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {G} or {W}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                     | <b>Razorverge Thicket</b><br>Land<br>This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {G} or {W}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                     |
| <b>Razorverge Thicket</b><br>Land<br>This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {G} or {W}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                       | <b>Razorverge Thicket</b><br>Land<br>This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {G} or {W}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                       | <b>Return to the Ranks</b> ①②③<br>Sorcery<br>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.)<br>Return X target creature cards with mana value 2 or less from your graveyard to the battlefield.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Return to the Ranks</b> ①②③<br>Sorcery<br>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.)<br>Return X target creature cards with mana value 2 or less from your graveyard to the battlefield.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

W

Sacrifice this creature: Another target creature you control gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

1/1

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2 G

**Vigilance**  
Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.)

3/4

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① W W

When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.

When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.

2/2

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{T}: Add {B}.  
Channel -- {3}{B}, Discard this  
card: Mill three cards, then return  
a creature or planeswalker card from  
your graveyard to your hand. This  
ability costs {1} less to activate  
for each legendary creature you  
control.

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

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| <div><div><div>Wildgrowth Walker</div><div>①⑥</div></div><div><div>Creature -- Elemental</div><div>Whenever a creature you control explores, put a +1/+1 counter on this creature and you gain 3 life.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                | <div><div><div>Wildgrowth Walker</div><div>①⑥</div></div><div><div>Creature -- Elemental</div><div>Whenever a creature you control explores, put a +1/+1 counter on this creature and you gain 3 life.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                    | <div><div><div>Wildgrowth Walker</div><div>①⑥</div></div><div><div>Creature -- Elemental</div><div>Whenever a creature you control explores, put a +1/+1 counter on this creature and you gain 3 life.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                    | <div><div><div>Wildgrowth Walker</div><div>①⑥</div></div><div><div>Creature -- Elemental</div><div>Whenever a creature you control explores, put a +1/+1 counter on this creature and you gain 3 life.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                    |
| <div><div><div>Assassin's Trophy</div><div>ⒷⒺ</div></div><div><div>Instant</div><div>Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Fatal Push</div><div>Ⓑ</div></div><div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Fatal Push</div><div>Ⓑ</div></div><div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Fatal Push</div><div>Ⓑ</div></div><div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <b>Grand Abolisher</b> (W)(W)<br>Creature -- Human Cleric<br>During your turn, your opponents can't cast spells or activate abilities of artifacts, creatures, or enchantments.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Haywire Mite</b> (1)<br>Artifact Creature -- Insect<br>When this creature dies, you gain 2 life.<br>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.<br>[sideboard]<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Knight of Dusk's Shadow</b> (1)(B)<br>Creature -- Human Knight<br>Menace (This creature can't be blocked except by two or more creatures.)<br>Your opponents can't gain life.<br>{1}{B}: This creature gets +1/+1 until end of turn.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                       | <b>Knight of Dusk's Shadow</b> (1)(B)<br>Creature -- Human Knight<br>Menace (This creature can't be blocked except by two or more creatures.)<br>Your opponents can't gain life.<br>{1}{B}: This creature gets +1/+1 until end of turn.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                     |
| <b>Remorseful Cleric</b> (1)(W)<br>Creature -- Spirit Cleric<br>Flying<br>Sacrifice this creature: Exile target player's graveyard.<br>[sideboard]<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                             | <b>Ruthless Lawbringer</b> (1)(W)(B)<br>Creature -- Vampire Assassin<br>When this creature enters, you may sacrifice another creature. When you do, destroy target nonland permanent.<br>[sideboard]<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev              | <b>Skyclave Apparition</b> (1)(W)(W)<br>Creature -- Kor Spirit<br>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Tamiyo's Safekeeping</b> (G)<br>Instant<br>Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

**Tamiyo's Safekeeping** 

Instant

Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)

[sideboard]

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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]

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## 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]

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