

**G**

Reach  
When this creature enters, you may put a land card from your hand onto the battlefield tapped.

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Ⓒ

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0/3

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## Land - - Gate

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

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6 G

Beanstalk Giant's power and toughness are each equal to the number of lands you control.

**\* / \***

② ⑥

Search your library for a basic land card, put it onto the battlefield, then shuffle. (Then exile this card. You may cast the creature later from exile.)

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Beanstalk Giant's power and toughness are each equal to the number of lands you control.

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2G

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| <div><div><b>Blossoming Sands</b></div><div>Land</div><div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {G} or {W}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                             | <div><div><b>Boros Guildgate</b></div><div>Land -- Gate</div><div>This land enters tapped.<br/>{T}: Add {R} or {W}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                  | <div><div><b>Breeding Pool</b></div><div>Land -- Forest Island</div><div>(<b>{T}</b>): Add <b>{G}</b> or <b>{U}</b>.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>   | <div><div><b>Breeding Pool</b></div><div>Land -- Forest Island</div><div>(<b>{T}</b>): Add <b>{G}</b> or <b>{U}</b>.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>   |
| <div><div><b>Circuitous Route</b><div>36</div></div><div>Sorcery</div><div>Search your library for up to two basic land cards and/or Gate cards, put them onto the battlefield tapped, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><b>Circuitous Route</b><div>36</div></div><div>Sorcery</div><div>Search your library for up to two basic land cards and/or Gate cards, put them onto the battlefield tapped, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><b>Circuitous Route</b><div>36</div></div><div>Sorcery</div><div>Search your library for up to two basic land cards and/or Gate cards, put them onto the battlefield tapped, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><b>Circuitous Route</b><div>36</div></div><div>Sorcery</div><div>Search your library for up to two basic land cards and/or Gate cards, put them onto the battlefield tapped, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             | <div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             | <div><div>Field of the Dead</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {C}.<br/>Whenever this land or another land you control enters, if you control seven or more lands with different names, create a 2/2 black Zombie creature token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Field of the Dead</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {C}.<br/>Whenever this land or another land you control enters, if you control seven or more lands with different names, create a 2/2 black Zombie creature token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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## Forest

Basic Land -- Forest

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

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## Golgari Guildgate

Land - - Gate

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

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**Golos, Tireless Pilgrim** ⑤

## Legendary Artifact Creature -- Scout

When Golos enters, you may search your library for a land card, put that card onto the battlefield tapped, then shuffle.

{2}{W}{U}{B}{R}{G}: Exile the top three cards of your library. You may play them this turn without paying their mana costs.

3/5

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**Golos, Tireless Pilgrim** (5)

Legendary Artifact Creature -- Scout

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## Growth Spiral

Instant

Draw a card. You may put a land card from your hand onto the battlefield.

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Draw a card. You may put a land card from your hand onto the battlefield.

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X G U

When you cast this spell, you gain half X life and draw half X cards. Round down each time.  
Flying, trample  
This creature enters with X +1/+1 counters on it.

0/0

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| <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                     | <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                     | <div>Oko, Thief of Crowns 16U</div> <div>Legendary Planeswalker -- Oko</div> <div>[+2]: Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div> <div>[+1]: Target artifact or creature loses all abilities and becomes a green Elk creature with base power and toughness 3/3.</div> <div>[-5]: Exchange control of target artifact or creature you control and target creature an opponent controls with power 3 or less.</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Once Upon a Time 16</div> <div>Instant</div> <div>If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Once Upon a Time 16</div> <div>Instant</div> <div>If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Once Upon a Time 16</div> <div>Instant</div> <div>If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Once Upon a Time 16</div> <div>Instant</div> <div>If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                     |

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| <b>Realm-Cloaked Giant</b> (5)(W)(W)<br>Creature -- Giant<br>Vigilance<br><div>7/7</div> <hr/> <b>Cast Off</b> (3)(W)(W)<br>Sorcery -- Adventure<br>Destroy all non-Giant creatures. (Then exile this card. You may cast the creature later from exile.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Realm-Cloaked Giant</b> (5)(W)(W)<br>Creature -- Giant<br>Vigilance<br><div>7/7</div> <hr/> <b>Cast Off</b> (3)(W)(W)<br>Sorcery -- Adventure<br>Destroy all non-Giant creatures. (Then exile this card. You may cast the creature later from exile.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Realm-Cloaked Giant</b> (5)(W)(W)<br>Creature -- Giant<br>Vigilance<br><div>7/7</div> <hr/> <b>Cast Off</b> (3)(W)(W)<br>Sorcery -- Adventure<br>Destroy all non-Giant creatures. (Then exile this card. You may cast the creature later from exile.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Selesnya Guildgate</b><br>Land -- Gate<br>This land enters tapped.<br>{T}: Add {G} or {W}.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                        |
| <b>Simic Guildgate</b><br>Land -- Gate<br>This land enters tapped.<br>{T}: Add {G} or {U}.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                               | <b>Temple Garden</b><br>Land -- Forest Plains<br>({T}: Add {G} or {W}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                      | <b>Temple Garden</b><br>Land -- Forest Plains<br>({T}: Add {G} or {W}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                      | <b>Temple of Epiphany</b><br>Land<br>This land enters tapped.<br>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br>{T}: Add {U} or {R}.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div> <div>Temple of Malady</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)</p> <p>{T}: Add {B} or {G}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                          | <div> <div>Temple of Mystery</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)</p> <p>{T}: Add {G} or {U}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                         | <div> <div>Thornwood Falls</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>When this land enters, you gain 1 life.</p> <p>{T}: Add {G} or {U}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                               | <div> <div>Tranquil Cove</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>When this land enters, you gain 1 life.</p> <p>{T}: Add {W} or {U}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                    |
| <div> <div>Agent of Treachery (5)(U)(U)</div> <div>Creature -- Human Rogue</div> <div> <p>When this creature enters, gain control of target permanent.</p> <p>At the beginning of your end step, if you control three or more permanents you don't own, draw three cards.</p> <p>[sideboard]</p> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Agent of Treachery (5)(U)(U)</div> <div>Creature -- Human Rogue</div> <div> <p>When this creature enters, gain control of target permanent.</p> <p>At the beginning of your end step, if you control three or more permanents you don't own, draw three cards.</p> <p>[sideboard]</p> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Agent of Treachery (5)(U)(U)</div> <div>Creature -- Human Rogue</div> <div> <p>When this creature enters, gain control of target permanent.</p> <p>At the beginning of your end step, if you control three or more permanents you don't own, draw three cards.</p> <p>[sideboard]</p> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Arboreal Grazer (6)</div> <div>Creature -- Sloth Beast</div> <div> <p>Reach</p> <p>When this creature enters, you may put a land card from your hand onto the battlefield tapped.</p> <p>[sideboard]</p> <div>0/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <b>Deputy of Detention</b> ①①①①①<br>Creature -- Vedalken Wizard<br>When this creature enters, exile target nonland permanent an opponent controls and all other nonland permanents that player controls with the same name as that permanent until this creature leaves the battlefield.<br>[sideboard]<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Deputy of Detention</b> ①①①①①<br>Creature -- Vedalken Wizard<br>When this creature enters, exile target nonland permanent an opponent controls and all other nonland permanents that player controls with the same name as that permanent until this creature leaves the battlefield.<br>[sideboard]<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Deputy of Detention</b> ①①①①①<br>Creature -- Vedalken Wizard<br>When this creature enters, exile target nonland permanent an opponent controls and all other nonland permanents that player controls with the same name as that permanent until this creature leaves the battlefield.<br>[sideboard]<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Devout Decree</b> ①①①①①<br>Sorcery<br>Exile target creature or planeswalker that's black or red. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br>[sideboard]<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                    |
| <b>Devout Decree</b> ①①①①①<br>Sorcery<br>Exile target creature or planeswalker that's black or red. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                | <b>Devout Decree</b> ①①①①①<br>Sorcery<br>Exile target creature or planeswalker that's black or red. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                | <b>Devout Decree</b> ①①①①①<br>Sorcery<br>Exile target creature or planeswalker that's black or red. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                | <b>Ok, Thief of Crowns</b> ①①①①①<br>Legendary Planeswalker -- Oko<br>[+2]: Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br>[+1]: Target artifact or creature loses all abilities and becomes a green Elk creature with base power and toughness 3/3.<br>[-5]: Exchange control of target artifact or creature you control and target creature an opponent controls with power 3 or less.<br>[sideboard]<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

## Oko, Thief of Crowns ①⑥①

Legendary Planeswalker -- Oko

[+2]: Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

[+1]: Target artifact or creature loses all abilities and becomes a green Elk creature with base power and toughness 3/3.

[-5]: Exchange control of target artifact or creature you control and target creature an opponent controls with power 3 or less.

[sideboard]

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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## Teferi, Time Raveler ①①①

Legendary Planeswalker -- Teferi

Each opponent can cast spells only any time they could cast a sorcery.

[+1]: Until your next turn, you may cast sorcery spells as though they had flash.

[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.

[sideboard]

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev

## Teferi, Time Raveler ①①①

Legendary Planeswalker -- Teferi

Each opponent can cast spells only any time they could cast a sorcery.

[+1]: Until your next turn, you may cast sorcery spells as though they had flash.

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[sideboard]

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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