

Branchloft Pathway Land {T}: Add {G}. ----- BACK FACE ----- Boulderloft Pathway Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Branchloft Pathway Land {T}: Add {G}. ----- BACK FACE ----- Boulderloft Pathway Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Branchloft Pathway Land {T}: Add {G}. ----- BACK FACE ----- Boulderloft Pathway Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Branchloft Pathway Land {T}: Add {G}. ----- BACK FACE ----- Boulderloft Pathway Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Briarbridge Tracker 26 Creature -- Human Scout Vigilance (Attacking doesn't cause this creature to tap.) When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") As long as you control a token, this creature gets +2/+0. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Briarbridge Tracker 26 Creature -- Human Scout Vigilance (Attacking doesn't cause this creature to tap.) When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") As long as you control a token, this creature gets +2/+0. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Briarbridge Tracker 26 Creature -- Human Scout Vigilance (Attacking doesn't cause this creature to tap.) When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") As long as you control a token, this creature gets +2/+0. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brutal Cathar Card ----- OTHER FACE ----- Brutal Cathar Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Emeria's Call4WWW Sorcery Create two 4/4 white Angel Warrior creature tokens with flying. Non-Angel creatures you control gain indestructible until your next turn. BACK FACE Emeria, Shattered Skyclave 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 PLAYbotbox.dev	Emeria's Call4WWW Sorcery Create two 4/4 white Angel Warrior creature tokens with flying. Non-Angel creatures you control gain indestructible until your next turn. BACK FACE Emeria, Shattered Skyclave 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 PLAYbotbox.dev	Emeria's Call4WWW Sorcery Create two 4/4 white Angel Warrior creature tokens with flying. Non-Angel creatures you control gain indestructible until your next turn. BACK FACE Emeria, Shattered Skyclave 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 PLAYbotbox.dev	Esika's Chariot36 Legendary Artifact -- Vehicle When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control. Crew 4 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Esika's Chariot 3 6 Legendary Artifact -- Vehicle When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control. Crew 4 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Esika's Chariot 3 6 Legendary Artifact -- Vehicle When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control. Crew 4 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Esika's Chariot 3 6 Legendary Artifact -- Vehicle When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control. Crew 4 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Felidar Retreat 3 W Enchantment Landfall -- Whenever a land you control enters, choose one -- * Create a 2/2 white Cat Beast creature token. * Put a +1/+1 counter on each creature you control. Those creatures gain vigilance until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Felidar Retreat 3 W Enchantment Landfall -- Whenever a land you control enters, choose one -- * Create a 2/2 white Cat Beast creature token. * Put a +1/+1 counter on each creature you control. Those creatures gain vigilance until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Felidar Retreat 3 W Enchantment Landfall -- Whenever a land you control enters, choose one -- * Create a 2/2 white Cat Beast creature token. * Put a +1/+1 counter on each creature you control. Those creatures gain vigilance until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Field of Ruin Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Katilda, Dawnhart Prime GW Legendary Creature -- Human Warlock Protection from Werewolves Human creatures you control have "{T}: Add one mana of any of this creature's colors." {4}{G}{W}, {T}: Put a +1/+1 counter on each creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Katilda, Dawnhart Prime GW Legendary Creature -- Human Warlock Protection from Werewolves Human creatures you control have "{T}: Add one mana of any of this creature's colors." {4}{G}{W}, {T}: Put a +1/+1 counter on each creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Katilda, Dawnhart Prime GW Legendary Creature -- Human Warlock Protection from Werewolves Human creatures you control have "{T}: Add one mana of any of this creature's colors." {4}{G}{W}, {T}: Put a +1/+1 counter on each creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Lair of the Hydra Land If you control two or more other lands, this land enters tapped. {T}: Add {G}. {X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 0. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lair of the Hydra Land If you control two or more other lands, this land enters tapped. {T}: Add {G}. {X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 0. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lair of the Hydra Land If you control two or more other lands, this land enters tapped. {T}: Add {G}. {X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 0. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overgrown Farmland Land This land enters tapped unless you control two or more other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Plains Basic Land -- Plains {T}: Add {W}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prosperous Innkeeper 16 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prosperous Innkeeper 16 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prosperous Innkeeper 16 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Storm the Festival 3GGG Sorcery Look at the top five cards of your library. You may put up to two permanent cards with mana value 5 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. Flashback {7}{G}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Storm the Festival 3GGG Sorcery Look at the top five cards of your library. You may put up to two permanent cards with mana value 5 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. Flashback {7}{G}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Storm the Festival 3GGG Sorcery Look at the top five cards of your library. You may put up to two permanent cards with mana value 5 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. Flashback {7}{G}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tangled Florahedron 1G Creature -- Elemental {T}: Add {G}. 1/1 BACK FACE Tangled Vale Land This land enters tapped. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Tangled Florahedron 1G Creature -- Elemental {T}: Add {G}. 1/1 BACK FACE Tangled Vale Land This land enters tapped. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tangled Florahedron 1G Creature -- Elemental {T}: Add {G}. 1/1 BACK FACE Tangled Vale Land This land enters tapped. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tangled Florahedron 1G Creature -- Elemental {T}: Add {G}. 1/1 BACK FACE Tangled Vale Land This land enters tapped. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wrenn and Seven 3GGG Legendary Planeswalker -- Wrenn [+1]: Reveal the top four cards of your library. Put all land cards revealed this way into your hand and the rest into your graveyard. [0]: Put any number of land cards from your hand onto the battlefield tapped. [-3]: Create a green Treefolk creature token with reach and "This token's power and toughness are each equal to the number of lands you control." [-8]: Return all permanent cards from your graveyard to your hand. You get an emblem with "You have no maximum hand size." L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

3GG

[+1]: Reveal the top four cards of your library. Put all land cards revealed this way into your hand and the rest into your graveyard.

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L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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2 G W

When Yasharn enters, search your library for a basic Forest card and a basic Plains card, reveal those cards, put them into your hand, then shuffle.

Players can't pay life or sacrifice nonland permanents to cast spells or activate abilities.

4/4

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② ② W

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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②②

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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③ W W

Destroy all creatures.
Foretell {1}{W}{W} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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③ W W

Destroy all creatures.
Foretell {1}{W}{W} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Ranger Class 1 6 Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, create a 2/2 green Wolf creature token. {1}{G}: Level 2 Whenever you attack, put a +1/+1 counter on target attacking creature. {3}{G}: Level 3 You may look at the top card of your library any time. You may cast creature spells from the top of your library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ranger Class 1 6 Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, create a 2/2 green Wolf creature token. {1}{G}: Level 2 Whenever you attack, put a +1/+1 counter on target attacking creature. {3}{G}: Level 3 You may look at the top card of your library any time. You may cast creature spells from the top of your library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ranger Class 1 6 Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, create a 2/2 green Wolf creature token. {1}{G}: Level 2 Whenever you attack, put a +1/+1 counter on target attacking creature. {3}{G}: Level 3 You may look at the top card of your library any time. You may cast creature spells from the top of your library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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