

Archdruid's Charm (GGG) Instant Choose one -- * Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle. * Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control. * Exile target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Archdruid's Charm (GGG) Instant Choose one -- * Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle. * Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control. * Exile target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Archdruid's Charm (GGG) Instant Choose one -- * Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle. * Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control. * Exile target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Archdruid's Charm (GGG) Instant Choose one -- * Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle. * Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control. * Exile target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Atraxa, Grand Unifier (3GWUB) Legendary Creature -- Phyrexian Angel Flying, vigilance, deathtouch, lifelink When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.) 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bala Ged Recovery (2G) Sorcery Return target card from your graveyard to your hand. ----- BACK FACE ----- Bala Ged Sanctuary Land This land enters tapped. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bala Ged Recovery (2G) Sorcery Return target card from your graveyard to your hand. ----- BACK FACE ----- Bala Ged Sanctuary Land This land enters tapped. {T}: Add {G}. 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

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 PLAYbotbox.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 PLAYbotbox.dev	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Elder Gargaroth 3 6 6 Creature -- Beast Reach, vigilance, trample Whenever this creature attacks or blocks, choose one -- * Create a 3/3 green Beast creature token. * You gain 3 life. * Draw a card. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elder Gargaroth 3 6 6 Creature -- Beast Reach, vigilance, trample Whenever this creature attacks or blocks, choose one -- * Create a 3/3 green Beast creature token. * You gain 3 life. * Draw a card. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ghalta, Stampede Tyrant 5 6 6 6 Legendary Creature -- Elder Dinosaur Trample When Ghalta enters, put any number of creature cards from your hand onto the battlefield. 12/12 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Hedge Maze Land -- Forest Island ({T}: Add {G} or {U}.) 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 PLAYbotbox.dev	Hidden Strings 1 U Sorcery You may tap or untap target permanent, then you may tap or untap another target permanent. Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hidden Strings 1 U Sorcery You may tap or untap target permanent, then you may tap or untap another target permanent. Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hidden Strings 1 U Sorcery You may tap or untap target permanent, then you may tap or untap another target permanent. Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Otawara, Soaring City Legendary Land {T}: Add {U}. Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pore Over the Pages 3UU Sorcery Draw three cards, untap up to two lands, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pore Over the Pages 3UU Sorcery Draw three cards, untap up to two lands, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pore Over the Pages 3UU Sorcery Draw three cards, untap up to two lands, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Pore Over the Pages 3UU Sorcery Draw three cards, untap up to two lands, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Smuggler's Surprise 6 Instant Spree (Choose one or more additional costs.) + {2} -- Mill four cards. You may put up to two creature and/or land cards from among the milled cards into your hand. + {4}{G} -- You may put up to two creature cards from your hand onto the battlefield. + {1} -- Creatures you control with power 4 or greater gain hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Sylvan Scrying Sorcery Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Scrying Sorcery Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Scrying Sorcery Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Scrying Sorcery Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Takenuma, Abandoned Mire

Legendary Land

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Mystery

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thespian's Stage

Land

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{T}: Add {C}.
{2}, {T}: This land becomes a copy
of target land, except it has this
ability.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thespian's Stage

Land

```
{T}: Add {C}.
{2}, {T}: This land becomes a copy
of target land, except it has this
ability.
```

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Thespian's Stage

Land

```
{T}: Add {C}.
{2}, {T}: This land becomes a copy
of target land, except it has this
ability.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Valgavoth, Terror Eater (6)(B)(B)(B)

Legendary Creature -- Elder Demon

Flying, lifelink
Ward--Sacrifice three nonland
permanents.
If a card you didn't control would
be put into an opponent's graveyard
from anywhere, exile it instead.
During your turn, you may play cards
exiled with Valgavoth. If you cast a
spell this way, pay life equal to
its mana value rather than pay its
mana cost.

9/9

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Velomachus Lorehold (5)(R)(W)

Legendary Creature -- Elder Dragon

Flying, vigilance, haste
Whenever Velomachus Lorehold
attacks, look at the top seven cards
of your library. You may cast an
instant or sorcery spell with mana
value less than or equal to
Velomachus Lorehold's power from
among them without paying its mana
cost. Put the rest on the bottom of
your library in a random order.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vizier of Tumbling Sands (2)(U)

Creature -- Human Cleric

{T}: Untap another target permanent.
Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.)
 When you cycle this card, untap target permanent.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - GinkoHS - Pioneer (Pioneer League)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 7/10 - 8 cards - 2.5 x 3.5 in each

Vizier of Tumbling Sands (2)(U) Creature -- Human Cleric {T}: Untap another target permanent. Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.) When you cycle this card, untap target permanent. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vizier of Tumbling Sands (2)(U) Creature -- Human Cleric {T}: Untap another target permanent. Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.) When you cycle this card, untap target permanent. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vizier of Tumbling Sands (2)(U) Creature -- Human Cleric {T}: Untap another target permanent. Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.) When you cycle this card, untap target permanent. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zagoth Triome Land -- Swamp Forest Island (T): Add {B}, {G}, or {U}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Brazen Borrower (1)(U)(U) Creature -- Faerie Rogue Flash Flying This creature can block only creatures with flying. [sideboard] 3/1 ----- ADVENTURE ----- Petty Theft (1)(U) Instant -- Adventure Return target nonland permanent an opponent controls to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ertai Resurrected (2)(U)(B) Legendary Creature -- Phyrexian Human Wizard Flash When Ertai Resurrected enters, choose up to one -- * Counter target spell, activated ability, or triggered ability. Its controller draws a card. * Destroy another target creature or planeswalker. Its controller draws a card. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Niv-Mizzet, Parun (U)(U)(U)(R)(R)(R) Legendary Creature -- Dragon Wizard This spell can't be countered. Flying Whenever you draw a card, Niv-Mizzet deals 1 damage to any target. Whenever a player casts an instant or sorcery spell, you draw a card. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Notion Thief (2)(U)(B) Creature -- Human Rogue Flash If an opponent would draw a card except the first one they draw in each of their draw steps, instead that player skips that draw and you draw a card. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Realm-Cloaked Giant (5)(W)(W) Creature -- Giant Vigilance [sideboard] 7/7 --- ADVENTURE --- Cast Off (3)(W)(W) Sorcery -- Adventure Destroy all non-Giant creatures. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silence (W) Instant Your opponents can't cast spells this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sphinx of the Final Word (5)(U)(U) Creature -- Sphinx This spell can't be countered. Flying Hexproof (This creature can't be the target of spells or abilities your opponents control.) Instant and sorcery spells you control can't be countered. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temporary Lockdown (1)(W)(W) Enchantment When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Temporary Lockdown (1)(W)(W) Enchantment When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temporary Lockdown (1)(W)(W) Enchantment When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tyrranax Rex (4)(G)(G)(G) Creature -- Phyrexian Dinosaur This spell can't be countered. Trample, ward {4}, haste Toxic 4 (Players dealt combat damage by this creature also get four poison counters.) [sideboard] 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voyaging Satyr (1)(G) Creature -- Satyr Druid {T}: Untap target land. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Voyaging Satyr 1G Creature -- Satyr Druid {T}: Untap target land. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Voyaging Satyr 1G Creature -- Satyr Druid {T}: Untap target land. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zacama, Primal Calamity 6RGW Legendary Creature -- Elder Dinosaur Reach, vigilance, trample When Zacama enters, if you cast it, untap all lands you control. {2}{R}: Zacama deals 3 damage to target creature. {2}{G}: Destroy target artifact or enchantment. {2}{W}: You gain 3 life. [sideboard] 9/9 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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