

<div><div><div><div><div><div></div><div>Birthing Ritual</div><div><div>1</div><div>6</div></div></div></div><div>Enchantment</div><div>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div><td><div><div><div><div><div><div></div><div>Birthing Ritual</div><div><div>1</div><div>6</div></div></div></div><div>Enchantment</div><div>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. 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<div> <div>Boseiju, Who Endures</div> <div> <div>Legendary Land</div> <div> {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. </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Boseiju, Who Endures</div> <div> <div>Legendary Land</div> <div> {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. </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Chord of Calling</div> <div> <div>Instant</div> <div> Convoked (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. </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Chord of Calling</div> <div> <div>Instant</div> <div> Convoked (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. </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Chthonian Nightmare</div> <div> <div>Enchantment</div> <div> When this enchantment enters, you get {E}{E}{E} (three energy counters). Pay X {E}, Sacrifice a creature, Return this enchantment to its owner's hand: Return target creature card with mana value X from your graveyard to the battlefield. Activate only as a sorcery. </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Chthonian Nightmare</div> <div> <div>Enchantment</div> <div> When this enchantment enters, you get {E}{E}{E} (three energy counters). Pay X {E}, Sacrifice a creature, Return this enchantment to its owner's hand: Return target creature card with mana value X from your graveyard to the battlefield. Activate only as a sorcery. </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Delighted Halfling</div> <div> <div>Creature -- Halfling Citizen</div> <div> {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered. </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Delighted Halfling</div> <div> <div>Creature -- Halfling Citizen</div> <div> {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered. </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div> Delighted Halfling 1GG </div> <div> Creature -- Halfling Citizen </div> <div> <p> {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered. </p> </div> <div> <div>1/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Delighted Halfling 1GG </div> <div> Creature -- Halfling Citizen </div> <div> <p> {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered. </p> </div> <div> <div>1/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Dryad Arbor </div> <div> Land Creature -- Forest Dryad </div> <div> <p> (This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.") </p> </div> <div> <div>1/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Endurance 1GGG </div> <div> Creature -- Elemental Incarnation </div> <div> <p> Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand. </p> </div> <div> <div>3/4</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> Eternal Witness 1GGG </div> <div> Creature -- Human Shaman </div> <div> <p> When this creature enters, you may return target card from your graveyard to your hand. </p> </div> <div> <div>2/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Forest </div> <div> Basic Land -- Forest </div> <div> <p> ({T}: Add {G}.) </p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Forest </div> <div> Basic Land -- Forest </div> <div> <p> ({T}: Add {G}.) </p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Fulminator Mage 1B/RB/R </div> <div> Creature -- Elemental Shaman </div> <div> <p> Sacrifice this creature: Destroy target nonbasic land. </p> </div> <div> <div>2/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

Geralf's Messenger (B)(B)(B) Creature -- Zombie This creature enters tapped. When this creature enters, target opponent loses 2 life. Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.) <div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grist, the Hunger Tide (1)(B)(G) Legendary Planeswalker -- Grist As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types. [+1]: Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process. [-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker. [-5]: Each opponent loses life equal to the number of creature cards in your graveyard. <div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Haywire Mite (1) Artifact Creature -- Insect When this creature dies, you gain 2 life. {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Honest Rutstein (1)(B)(G) Legendary Creature -- Human Warlock When Honest Rutstein enters, return target creature card from your graveyard to your hand. Creature spells you cast cost {1} less to cast. <div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Marionette Apprentice (1)(B) Creature -- Human Artificer Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.) Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marionette Apprentice (1)(B) Creature -- Human Artificer Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.) Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marionette Apprentice (1)(B) Creature -- Human Artificer Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.) Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marionette Apprentice (1)(B) Creature -- Human Artificer Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.) Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Orcish Bowmasters ①② Creature -- Orc Archer Flash When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orcish Bowmasters ①② Creature -- Orc Archer Flash When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overgrown Tomb Land -- Swamp Forest ({T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overgrown Tomb Land -- Swamp Forest ({T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pendelhaven Legendary Land {T}: Add {G}. {T}: Target 1/1 creature gets +1/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Underground Mortuary Land -- Swamp Forest ({T}: Add {B} or {G}.) 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 PLAY botbox.dev	Underground Mortuary Land -- Swamp Forest ({T}: Add {B} or {G}.) 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 PLAY botbox.dev	Verdant Catacombs Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Verdant Catacombs Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.

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Legendary Creature -- Human Cleric

Protection from Humans
Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.

{B}{B}, Discard a card: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

2/4

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B G

This spell can't be countered.
Destroy target nonland permanent
with mana value 3 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

When this creature enters, each player sacrifices a nontoken creature of their choice.

[sidebar]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Activated abilities of artifacts
can't be activated.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sideboard]

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B

Destroy target creature if it has mana value 2 or less.
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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2GG

If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.

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① (B/R) (B/R)

Sacrifice this creature: Destroy target nonbasic land.

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2/2

1 B G

As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.

[+1]: Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process.

[-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.

[-5]: Each opponent loses life equal to the number of creature cards in your graveyard.

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L 3

② ⑥

When this creature enters, you may destroy target artifact or enchantment.

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2/1

<div><div><div>Surgical Extraction</div><div>BP</div></div><div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.) Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Thoughtseize</div><div>B</div></div><div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Thoughtseize</div><div>B</div></div><div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	
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