## Arid Archway

Land -- Desert

This land enters tapped.
When this land enters, return a land you control to its owner's hand. If another Desert was returned this way, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
{T}: Add {C}{C}.

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

## Bristling Backwoods

Land -- Desert

This land enters tapped.
When this land enters, it deals 1 damage to target opponent.
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Brotherhood's End {1}{R}{R}

Sorcery

Choose one --
* Brotherhood's End deals 3 damage to each creature and each planeswalker.
* Destroy all artifacts with mana value 3 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Calamity, Galloping Inferno {4}{R}{R}

Legendary Creature -- Horse Mount

Haste
Whenever Calamity attacks while saddled, choose a nonlegendary creature that saddled it this turn and create a tapped and attacking token that's a copy of it. Sacrifice that token at the beginning of the next end step. Repeat this process once.
Saddle 1

**4/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - azuresnowe - Standard (ANZ Super Series Cycle 6 Sunday 5K)** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Saddle 1

**4/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Cavern of Souls**

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Cavern of Souls**

Land

As this land enters, choose a creature type.
{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Commercial District**

Land -- Mountain Forest

({T}: Add {R} 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

**Copperline Gorge**

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Etali, Primal Conqueror** {5}{R}{R}

Legendary Creature -- Elder Dinosaur

Trample
When Etali enters, each player exiles cards from the top of their library until they exile a nonland card. You may cast any number of spells from among the nonland cards exiled this way without paying their mana costs.
{9}{G/P}: Transform Etali. Activate only as a sorcery.

**7/7**

- - - BACK FACE - - -

**Etali, Primal Sickness**

Legendary Creature -- Phyrexian Elder Dinosaur

Trample, indestructible
Whenever Etali deals combat damage to a player, they get that many poison counters. (A player with ten or more poison counters loses the game.)

**11/11**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - azuresnowe - Standard (ANZ Super Series Cycle 6 Sunday 5K)** sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**Forest**

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**Forest**

Basic Land -- Forest

({T}: Add {G}.)

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Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**Glimpse the Core** {1}{G}

Sorcery

Choose one --
* Search your library for a basic Forest card, put that card onto the battlefield tapped, then shuffle.
* Return target Cave card from your graveyard to the battlefield tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

---

**Glimpse the Core** {1}{G}

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Choose one --
* Search your library for a basic Forest card, put that card onto the battlefield tapped, then shuffle.
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Choose one --
* Search your library for a basic Forest card, put that card onto the battlefield tapped, then shuffle.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**Playtest cards - azuresnowe - Standard (ANZ Super Series Cycle 6 Sunday 5K)** sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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## Glimpse the Core (1)(G)

Sorcery

Choose one --
* Search your library for a basic Forest card, put that card onto the battlefield tapped, then shuffle.
* Return target Cave card from your graveyard to the battlefield tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Karplusan Forest

Land

{T}: Add {C}.
{T}: Add {R} or {G}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

{T}: Add {C}.
{T}: Add {R} or {G}. This land deals 1 damage to you.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Karplusan Forest

Land

{T}: Add {C}.
{T}: Add {R} or {G}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Map the Frontier (3)(G)

Sorcery

Search your library for up to two basic land cards and/or Desert cards, put them onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Outcaster Trailblazer (2)(G)

Creature -- Human Druid

When this creature enters, add one mana of any color.
Whenever another creature you control with power 4 or greater enters, draw a card.
Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

**4/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Outcaster Trailblazer (2)(G)

Creature -- Human Druid

When this creature enters, add one mana of any color.
Whenever another creature you control with power 4 or greater enters, draw a card.
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**4/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Restless Ridgeline

Land

This land enters tapped.
{T}: Add {R} or {G}.
{2}{R}{G}: This land becomes a 3/4 red and green Dinosaur creature until end of turn. It's still a land.
Whenever this land attacks, another target attacking creature gets +2/+0 until end of turn. Untap that creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rockfall Vale

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Smuggler's Surprise (G)

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 PLAY botbox.dev



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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Sokenzan, Crucible of Defiance

Legendary Land

{T}: Add {R}.
Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spinewoods Armadillo {4}{G}{G}

Creature -- Armadillo

Reach
Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)
{1}{G}, Discard this card: Search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle. You gain 3 life.

**7/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Terror of the Peaks 3RR

Creature -- Dragon

Flying
Spells your opponents cast that target this creature cost an additional 3 life to cast.
Whenever another creature you control enters, this creature deals damage equal to that creature's power to any target.

**5/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**5/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Topiary Stomper 1GG

Creature -- Plant Dinosaur

Vigilance (Attacking doesn't cause this creature to tap.)
When this creature enters, search your library for a basic land card, put it onto the battlefield tapped, then shuffle.
This creature can't attack or block unless you control seven or more lands.

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - azuresnowe - Standard (ANZ Super Series Cycle 6 Sunday 5K)** sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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## Trumpeting Carnosaur {4}{R}{R}

Creature -- Dinosaur

Trample
When this creature enters, discover 5.
{2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.

**7/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Trumpeting Carnosaur {4}{R}{R}

Creature -- Dinosaur

Trample
When this creature enters, discover 5.
{2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.

**7/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Trumpeting Carnosaur {4}{R}{R}

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Trample
When this creature enters, discover 5.
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**7/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature enters, discover 5.
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**7/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Brotherhood's End {1}{R}{R}

Sorcery

Choose one --
* Brotherhood's End deals 3 damage to each creature and each planeswalker.
* Destroy all artifacts with mana value 3 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lithomantic Barrage {R}

Sorcery

This spell can't be countered.
Lithomantic Barrage deals 1 damage to target creature or planeswalker.
It deals 5 damage instead if that target is white and/or blue.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Sorcery

This spell can't be countered.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - azuresnowe - Standard (ANZ Super Series Cycle 6 Sunday 5K)** sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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**Nissa, Ascended Animist** {3}{G}{G}{GP}{GP}

Legendary Planeswalker -- Nissa

Compleated ({G/P} can be paid with {G} or 2 life. For each {G/P} paid with life, this planeswalker enters with two fewer loyalty counters.)
[+1]: Create an X/X green Phyrexian Horror creature token, where X is Nissa's loyalty.
[-1]: Destroy target artifact or enchantment.
[-7]: Until end of turn, creatures you control get +1/+1 for each Forest you control and gain trample.

[sideboard]

L 7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Obstinate Baloth** {2}{G}{G}

Creature -- Beast

When this creature enters, you gain 4 life.
If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Pick Your Poison** {G}

Sorcery

Choose one --
* Each opponent sacrifices an artifact of their choice.
* Each opponent sacrifices an enchantment of their choice.
* Each opponent sacrifices a creature with flying of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Pick Your Poison** {G}

Sorcery

Choose one --
* Each opponent sacrifices an artifact of their choice.
* Each opponent sacrifices an enchantment of their choice.
* Each opponent sacrifices a creature with flying of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Tranquil Frillback** {2}{G}

Creature -- Dinosaur

When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --
* Destroy target artifact or enchantment.
* Exile target player's graveyard.
* You gain 4 life.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Turn the Earth** {G}

Instant

Choose up to three target cards in graveyards. The owners of those cards shuffle them into their libraries. You gain 2 life.
Flashback {1}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Turn the Earth** {G}

Instant

Choose up to three target cards in graveyards. The owners of those cards shuffle them into their libraries. You gain 2 life.
Flashback {1}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Volcanic Spite** {1}{R}

Instant

Volcanic Spite deals 3 damage to target creature, planeswalker, or battle. You may put a card from your hand on the bottom of your library. If you do, draw a card.

[sideboard]

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## Volcanic Spite (1)(R)

Instant

Volcanic Spite deals 3 damage to target creature, planeswalker, or battle. You may put a card from your hand on the bottom of your library. If you do, draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Volcanic Spite (1)(R)

Instant

Volcanic Spite deals 3 damage to target creature, planeswalker, or battle. You may put a card from your hand on the bottom of your library. If you do, draw a card.

[sideboard]

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Volcanic Spite deals 3 damage to target creature, planeswalker, or battle. You may put a card from your hand on the bottom of your library. If you do, draw a card.

[sideboard]

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