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| <p><b>Abrade</b> (1)(R)</p> <p>Instant</p> <p>Choose one --</p> <p>* Abrade deals 3 damage to target creature.</p> <p>* Destroy target artifact.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                      | <p><b>Abrade</b> (1)(R)</p> <p>Instant</p> <p>Choose one --</p> <p>* Abrade deals 3 damage to target creature.</p> <p>* Destroy target artifact.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                      | <p><b>Bloomvine Regent</b> (3)(G)(G)</p> <p>Creature -- Dragon</p> <p>Flying</p> <p>Whenever this creature or another Dragon you control enters, you gain 3 life.</p> <p>4/5</p> <p>--- ADVENTURE ---</p> <p><b>Claim Territory</b> (2)(G)</p> <p>Sorcery -- Omen</p> <p>Search your library for up to two basic Forest cards, reveal them, put one onto the battlefield tapped and the other into your hand, then shuffle. (Also shuffle this card.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Bloomvine Regent</b> (3)(G)(G)</p> <p>Creature -- Dragon</p> <p>Flying</p> <p>Whenever this creature or another Dragon you control enters, you gain 3 life.</p> <p>4/5</p> <p>--- ADVENTURE ---</p> <p><b>Claim Territory</b> (2)(G)</p> <p>Sorcery -- Omen</p> <p>Search your library for up to two basic Forest cards, reveal them, put one onto the battlefield tapped and the other into your hand, then shuffle. (Also shuffle this card.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Bloomvine Regent</b> (3)(G)(G)</p> <p>Creature -- Dragon</p> <p>Flying</p> <p>Whenever this creature or another Dragon you control enters, you gain 3 life.</p> <p>4/5</p> <p>--- ADVENTURE ---</p> <p><b>Claim Territory</b> (2)(G)</p> <p>Sorcery -- Omen</p> <p>Search your library for up to two basic Forest cards, reveal them, put one onto the battlefield tapped and the other into your hand, then shuffle. (Also shuffle this card.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Bloomvine Regent</b> (3)(G)(G)</p> <p>Creature -- Dragon</p> <p>Flying</p> <p>Whenever this creature or another Dragon you control enters, you gain 3 life.</p> <p>4/5</p> <p>--- ADVENTURE ---</p> <p><b>Claim Territory</b> (2)(G)</p> <p>Sorcery -- Omen</p> <p>Search your library for up to two basic Forest cards, reveal them, put one onto the battlefield tapped and the other into your hand, then shuffle. (Also shuffle this card.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Bonehoard Dracosaur</b> (3)(R)(R)</p> <p>Creature -- Dinosaur Dragon</p> <p>Flying, first strike</p> <p>At the beginning of your upkeep, exile the top two cards of your library. You may play them this turn. If you exiled a land card this way, create a 3/1 red Dinosaur creature token. If you exiled a nonland card this way, create a Treasure token.</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                         | <p><b>Bonehoard Dracosaur</b> (3)(R)(R)</p> <p>Creature -- Dinosaur Dragon</p> <p>Flying, first strike</p> <p>At the beginning of your upkeep, exile the top two cards of your library. You may play them this turn. If you exiled a land card this way, create a 3/1 red Dinosaur creature token. If you exiled a nonland card this way, create a Treasure token.</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                         |

®

Kicker {4} (You may pay an additional {4} as you cast this spell.)  
Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Creature -- Goblin Artificer

Exhaust -- {R}: Other creatures you control gain haste until end of turn. Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.)

Exhaust -- {3}{R}: Create a 4/4 red Dinosaur Dragon creature token with flying.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② R

Exhaust -- {R}: Other creatures you control gain haste until end of turn. Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.)

Exhaust -- {3}{R}: Create a 4/4 red Dinosaur Dragon creature token with flying.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 R R

**Flying**  
Whenever Dragonhawk enters or attacks, exile the top X cards of your library, where X is the number of creatures you control with power 4 or greater. You may play those cards until your next end step. At the beginning of your next end step, Dragonhawk deals 2 damage to each opponent for each of those cards that are still exiled.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 R R

**Flying**  
Whenever Dragonhawk enters or attacks, exile the top X cards of your library, where X is the number of creatures you control with power 4 or greater. You may play those cards until your next end step. At the beginning of your next end step, Dragonhawk deals 2 damage to each opponent for each of those cards that are still exiled.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 R R

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Whenever Dragonhawk enters or attacks, exile the top X cards of your library, where X is the number of creatures you control with power 4 or greater. You may play those cards until your next end step. At the beginning of your next end step, Dragonhawk deals 2 damage to each opponent for each of those cards that are still exiled.

5/5

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## Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Basic Land -- Forest

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                        | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     | <div><div>Herd Heirloom16</div><div>Artifact</div><div>{T}: Add one mana of any color. Spend this mana only to cast a creature spell.<br/>{T}: Until end of turn, target creature you control with power 4 or greater gains trample and "Whenever this creature deals combat damage to a player, draw a card."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Herd Heirloom16</div><div>Artifact</div><div>{T}: Add one mana of any color. Spend this mana only to cast a creature spell.<br/>{T}: Until end of turn, target creature you control with power 4 or greater gains trample and "Whenever this creature deals combat damage to a player, draw a card."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Karplusan Forest</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Karplusan Forest</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Karplusan Forest</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                    |



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| <div><div>Maelstrom of the Spirit Dragon</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add one mana of any color.</div><div>Spend this mana only to cast a Dragon spell or an Omen spell.</div><div>{4}, {T}, Sacrifice this land: Search your library for a Dragon card, reveal it, put it into your hand, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                          | <div><div>Maelstrom of the Spirit Dragon</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add one mana of any color.</div><div>Spend this mana only to cast a Dragon spell or an Omen spell.</div><div>{4}, {T}, Sacrifice this land: Search your library for a Dragon card, reveal it, put it into your hand, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                          | <div><div>Magmatic Hellkite<div>2R</div></div><div>Creature -- Dragon</div><div><div>Flying</div><div>When this creature enters, destroy target nonbasic land an opponent controls. Its controller searches their library for a basic land card, puts it onto the battlefield tapped with a stun counter on it, then shuffles. (If a permanent with a stun counter would become untapped, remove one from it instead.)</div></div><div><div>4/5</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Magmatic Hellkite<div>2R</div></div><div>Creature -- Dragon</div><div><div>Flying</div><div>When this creature enters, destroy target nonbasic land an opponent controls. Its controller searches their library for a basic land card, puts it onto the battlefield tapped with a stun counter on it, then shuffles. (If a permanent with a stun counter would become untapped, remove one from it instead.)</div></div><div><div>4/5</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
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| <div> <b>Thornspire Verge</b> </div> <div> Land </div> <div> <p>{T}: Add {R}.</p> <p>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                           | <div> <b>Thornspire Verge</b> </div> <div> Land </div> <div> <p>{T}: Add {R}.</p> <p>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                           | <div> <b>Trumpeting Carnosaur</b> <div>4</div> <div>R</div> <div>R</div> </div> <div> Creature -- Dinosaur </div> <div> <p>Trample</p> <p>When this creature enters, discover 5.</p> <p>{2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.</p> </div> <div> <div>7/6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                     | <div> <b>Witchstalker Frenzy</b> <div>3</div> <div>R</div> </div> <div> Instant </div> <div> <p>This spell costs {1} less to cast for each creature that attacked this turn.</p> <p>Witchstalker Frenzy deals 5 damage to target creature.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                               |
| <div> <b>Ghost Vacuum</b> <div>1</div> </div> <div> Artifact </div> <div> <p>{T}: Exile target card from a graveyard.</p> <p>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Ghost Vacuum</b> <div>1</div> </div> <div> Artifact </div> <div> <p>{T}: Exile target card from a graveyard.</p> <p>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Obstinate Baloth</b> <div>2</div> <div>G</div> <div>G</div> </div> <div> Creature -- Beast </div> <div> <p>When this creature enters, you gain 4 life.</p> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Obstinate Baloth</b> <div>2</div> <div>G</div> <div>G</div> </div> <div> Creature -- Beast </div> <div> <p>When this creature enters, you gain 4 life.</p> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

1 G

```
Choose one --
* Destroy target creature with flying.
* Destroy target enchantment.
* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
```

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① ②

Choose one --

- \* Destroy target creature with flying.
- \* Destroy target enchantment.
- \* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

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① R

Pyroclasm deals 2 damage to each creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② R

Pyroclasm deals 2 damage to each creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G G

Choose up to five {P} worth of modes. You may choose the same mode more than once.

{P} -- Put a +1/+1 counter on a creature you control. It gains vigilance and trample until end of turn.

{P}{P} -- Choose artifact or enchantment. Destroy all permanents of the chosen type.

{P}{P}{P} -- Draw cards equal to the greatest power among creatures you control.

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4 G G

Choose up to five {P} worth of modes. You may choose the same mode more than once.

{P} -- Put a +1/+1 counter on a creature you control. It gains vigilance and trample until end of turn.

{P}{P} -- Choose artifact or enchantment. Destroy all permanents of the chosen type.

{P}{P}{P} -- Draw cards equal to the greatest power among creatures you control.

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② ⑥

This spell can't be countered.  
Trample  
Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.

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2 G

This spell can't be countered.  
Trample  
Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.

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3 G G

[+1]: Look at the top four 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.

```
[-8]: You get an emblem with
"Creatures you control get +2/+2 and
have vigilance, trample, and
indestructible."
```

**L 5**

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3GG

[+1]: Look at the top four 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.

```
[-8]: You get an emblem with
"Creatures you control get +2/+2 and
have vigilance, trample, and
indestructible."
```

**L 5**

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③ ④

This spell costs {1} less to cast for each creature that attacked this turn.

[sideboard]

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