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| <b>Annoyed Altisaur</b> (5)(6)(6)<br>Creature -- Dinosaur<br>Reach, trample<br>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)<br><div>6/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Annoyed Altisaur</b> (5)(6)(6)<br>Creature -- Dinosaur<br>Reach, trample<br>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)<br><div>6/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Annoyed Altisaur</b> (5)(6)(6)<br>Creature -- Dinosaur<br>Reach, trample<br>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)<br><div>6/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Arbor Elf</b> (6)<br>Creature -- Elf Druid<br>{T}: Untap target Forest.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                   |
| <b>Arbor Elf</b> (6)<br>Creature -- Elf Druid<br>{T}: Untap target Forest.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                      | <b>Arbor Elf</b> (6)<br>Creature -- Elf Druid<br>{T}: Untap target Forest.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                      | <b>Arbor Elf</b> (6)<br>Creature -- Elf Druid<br>{T}: Untap target Forest.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                      | <b>Avenging Hunter</b> (4)(6)<br>Creature -- Dragon Ranger<br>Trample<br>When this creature enters, you take the initiative.<br><div>5/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <b>Avenging Hunter</b> (4)(G)<br>Creature -- Dragon Ranger<br>Trample<br>When this creature enters, you take the initiative.<br>5/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                          | <b>Avenging Hunter</b> (4)(G)<br>Creature -- Dragon Ranger<br>Trample<br>When this creature enters, you take the initiative.<br>5/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                          | <b>Boarding Party</b> (5)(R)<br>Creature -- Human Pirate<br>Haste<br>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)<br>6/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Boarding Party</b> (5)(R)<br>Creature -- Human Pirate<br>Haste<br>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)<br>6/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Boarding Party</b> (5)(R)<br>Creature -- Human Pirate<br>Haste<br>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)<br>6/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Boarding Party</b> (5)(R)<br>Creature -- Human Pirate<br>Haste<br>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)<br>6/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Bonder's Ornament</b> (3)<br>Artifact<br>{T}: Add one mana of any color.<br>{4}, {T}: Each player who controls a permanent named Bonder's Ornament draws a card.<br>6/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                   | <b>Colossal Dreadmask</b> (4)(G)(G)<br>Artifact -- Equipment<br>Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)<br>Equipped creature gets +6/+6 and has trample.<br>Equip {3}{G}{G}<br>6/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                             |

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| <div>Eldrazi Repurposer (2)(6)<div>Creature -- Eldrazi Drone</div><div>Devoid (This card has no color.)<br/>When you cast this spell and when this creature dies, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Eldrazi Repurposer (2)(6)<div>Creature -- Eldrazi Drone</div><div>Devoid (This card has no color.)<br/>When you cast this spell and when this creature dies, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Eldrazi Repurposer (2)(6)<div>Creature -- Eldrazi Drone</div><div>Devoid (This card has no color.)<br/>When you cast this spell and when this creature dies, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Forest<div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div>Forest<div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                            | <div>Forest<div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                            | <div>Forest<div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                            | <div>Forest<div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Mwonvuli Acid-Moss</div><div>2GG</div></div><div>Sorcery</div><div>Destroy target land. Search your library for a Forest card, put that card onto the battlefield tapped, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mwonvuli Acid-Moss</div><div>2GG</div></div><div>Sorcery</div><div>Destroy target land. Search your library for a Forest card, put that card onto the battlefield tapped, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mwonvuli Acid-Moss</div><div>2GG</div></div><div>Sorcery</div><div>Destroy target land. Search your library for a Forest card, put that card onto the battlefield tapped, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Structural Distortion</div><div>3R</div></div><div>Sorcery</div><div>Exile target artifact or land. Structural Distortion deals 2 damage to that permanent's controller.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Structural Distortion</div><div>3R</div></div><div>Sorcery</div><div>Exile target artifact or land. Structural Distortion deals 2 damage to that permanent's controller.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                | <div><div><div>Thermokarst</div><div>1GG</div></div><div>Sorcery</div><div>Destroy target land. If that land was a snow land, you gain 1 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         | <div><div><div>Thermokarst</div><div>1GG</div></div><div>Sorcery</div><div>Destroy target land. If that land was a snow land, you gain 1 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         | <div><div><div>Thermokarst</div><div>1GG</div></div><div>Sorcery</div><div>Destroy target land. If that land was a snow land, you gain 1 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                          |

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| <div><div>Thermokarst</div><div><div>1</div><div>G</div><div>G</div></div></div> <div>Sorcery</div> <div>Destroy target land. If that land was a snow land, you gain 1 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                         | <div><div>Utopia Sprawl</div><div><div>G</div></div></div> <div>Enchantment -- Aura</div> <div>Enchant Forest<br/>As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Utopia Sprawl</div><div><div>G</div></div></div> <div>Enchantment -- Aura</div> <div>Enchant Forest<br/>As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Utopia Sprawl</div><div><div>G</div></div></div> <div>Enchantment -- Aura</div> <div>Enchant Forest<br/>As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Utopia Sprawl</div><div><div>G</div></div></div> <div>Enchantment -- Aura</div> <div>Enchant Forest<br/>As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Wild Growth</div><div><div>G</div></div></div> <div>Enchantment -- Aura</div> <div>Enchant land<br/>Whenever enchanted land is tapped for mana, its controller adds an additional {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     | <div><div>Wild Growth</div><div><div>G</div></div></div> <div>Enchantment -- Aura</div> <div>Enchant land<br/>Whenever enchanted land is tapped for mana, its controller adds an additional {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     | <div><div>Wooded Ridgeline</div></div> <div>Land -- Mountain Forest</div> <div>{T}: Add {R} or {G}.)<br/>This land enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                    |

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| <p><b>Writhing Chrysalis</b> (2)(R)(G)</p> <p>Creature -- Eldrazi Drone</p> <p>Devoid (This card has no color.)<br/>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br/>Reach<br/>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Writhing Chrysalis</b> (2)(R)(G)</p> <p>Creature -- Eldrazi Drone</p> <p>Devoid (This card has no color.)<br/>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br/>Reach<br/>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Writhing Chrysalis</b> (2)(R)(G)</p> <p>Creature -- Eldrazi Drone</p> <p>Devoid (This card has no color.)<br/>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br/>Reach<br/>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Writhing Chrysalis</b> (2)(R)(G)</p> <p>Creature -- Eldrazi Drone</p> <p>Devoid (This card has no color.)<br/>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br/>Reach<br/>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Breath Weapon</b> (2)(R)</p> <p>Instant</p> <p>Breath Weapon deals 2 damage to each non-Dragon creature.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                 | <p><b>Breath Weapon</b> (2)(R)</p> <p>Instant</p> <p>Breath Weapon deals 2 damage to each non-Dragon creature.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                 | <p><b>Deglamer</b> (1)(G)</p> <p>Instant</p> <p>Choose target artifact or enchantment. Its owner shuffles it into their library.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                               | <p><b>Deglamer</b> (1)(G)</p> <p>Instant</p> <p>Choose target artifact or enchantment. Its owner shuffles it into their library.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                               |



① ②

Choose target artifact or  
enchantment. Its owner shuffles it  
into their library.

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①

{T}: Target player exiles a card from their graveyard.  
{1}, Exile this artifact: Exile all graveyards. Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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{T}: Target player exiles a card
from their graveyard.
{1}, Exile this artifact: Exile all
graveyards. Draw a card.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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{T}: Target player exiles a card
from their graveyard.
{1}, Exile this artifact: Exile all
graveyards. Draw a card.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Choose one --

- \* Suplex deals 3 damage to target creature. If that creature would die this turn, exile it instead.
- \* Exile target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Choose one --

- \* Suplex deals 3 damage to target creature. If that creature would die this turn, exile it instead.
- \* Exile target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Choose one --

- \* Suplex deals 3 damage to target creature. If that creature would die this turn, exile it instead.
- \* Exile target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

You gain 3 life.  
Storm (When you cast this spell,  
copy it for each spell cast before  
it this turn.)

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| <div><div>Weather the Storm16</div><div>Instant</div><div>You gain 3 life.<br/>Storm (When you cast this spell,<br/>copy it for each spell cast before<br/>it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Weather the Storm16</div><div>Instant</div><div>You gain 3 life.<br/>Storm (When you cast this spell,<br/>copy it for each spell cast before<br/>it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Weather the Storm16</div><div>Instant</div><div>You gain 3 life.<br/>Storm (When you cast this spell,<br/>copy it for each spell cast before<br/>it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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