

**G**

Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.

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①

```
{1}: Add one mana of any color.  
Activate only once each turn.  
{5}, {T}, Sacrifice this artifact:  
It deals 5 damage to target  
creature.
```

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## Land

This land enters tapped.  
When this land enters, exile target  
player's graveyard.  
{T}: Add {B}.

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③

Artifact

{T}: Add one mana of any color.  
{4}, {T}: Each player who controls a permanent named Bonder's Ornament draws a card.

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## ③

Artifact

{T}: Add one mana of any color.  
{4}, {T}: Each player who controls a permanent named Bonder's Ornament draws a card.

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⑦

Artifact Creature -- Golem

Prototype {3}{G} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)  
When this creature enters, you gain life equal to its power.

6/5

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Artifact Creature -- Golem

Prototype {3}{6} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)  
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6 G

Creature -- Wurm

Reach, trample  
When this creature enters, you gain 5 life.  
{2}{G}, Exile this card from your graveyard: You gain 5 life.

7/6

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sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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.

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| <div><div><div><div><div><div></div><div><b>Bramble Wurm</b></div><div><div>66</div></div></div></div><div>Creature -- Wurm</div><div>Reach, trample<br/>When this creature enters, you gain 5 life.<br/>{2}{G}, Exile this card from your graveyard: You gain 5 life.</div><div><div>7/6</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>                  | <div><div><div><div><div><div></div><div><b>Bramble Wurm</b></div><div><div>66</div></div></div></div><div>Creature -- Wurm</div><div>Reach, trample<br/>When this creature enters, you gain 5 life.<br/>{2}{G}, Exile this card from your graveyard: You gain 5 life.</div><div><div>7/6</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> | <div><div><div><div><div><div></div><div><b>Bramble Wurm</b></div><div><div>66</div></div></div></div><div>Creature -- Wurm</div><div>Reach, trample<br/>When this creature enters, you gain 5 life.<br/>{2}{G}, Exile this card from your graveyard: You gain 5 life.</div><div><div>7/6</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> | <div><div><div><div><div><div></div><div><b>Conduit Pylons</b></div><div></div></div></div><div>Land -- Desert</div><div>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)<br/>{T}: Add {C}.<br/>{1}, {T}: Add one mana of any color.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> |
| <div><div><div><div><div><div></div><div><b>Conduit Pylons</b></div><div></div></div></div><div>Land -- Desert</div><div>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)<br/>{T}: Add {C}.<br/>{1}, {T}: Add one mana of any color.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> | <div><div><div><div><div><div></div><div><b>Crop Rotation</b></div><div><div>6</div></div></div></div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a land.<br/>Search your library for a land card, put that card onto the battlefield, then shuffle.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>  | <div><div><div><div><div><div></div><div><b>Crop Rotation</b></div><div><div>6</div></div></div></div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a land.<br/>Search your library for a land card, put that card onto the battlefield, then shuffle.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>  | <div><div><div><div><div><div></div><div><b>Crop Rotation</b></div><div><div>6</div></div></div></div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a land.<br/>Search your library for a land card, put that card onto the battlefield, then shuffle.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>                   |

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| <div><div>Expedition Map</div><div>Artifact</div><div>{2}, {T}, Sacrifice this artifact:<br/>Search your library for a land card,<br/>reveal it, put it into your hand,<br/>then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Expedition Map</div><div>Artifact</div><div>{2}, {T}, Sacrifice this artifact:<br/>Search your library for a land card,<br/>reveal it, put it into your hand,<br/>then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Expedition Map</div><div>Artifact</div><div>{2}, {T}, Sacrifice this artifact:<br/>Search your library for a land card,<br/>reveal it, put it into your hand,<br/>then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Expedition Map</div><div>Artifact</div><div>{2}, {T}, Sacrifice this artifact:<br/>Search your library for a land card,<br/>reveal it, put it into your hand,<br/>then shuffle.</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>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                   | <div><div>Generous Ent</div><div>Creature -- Treefolk</div><div>Reach<br/>When this creature enters, create a<br/>Food token. (It's an artifact with<br/>"{2}, {T}, Sacrifice this token: You<br/>gain 3 life.")<br/>Forestcycling {1} ({1}, Discard this<br/>card: Search your library for a<br/>Forest card, reveal it, put it into<br/>your hand, then shuffle.)</div><div>5/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Generous Ent</div> <div> <div>5</div> <div>6</div> </div> </div> <div> <div>Creature -- Treefolk</div> <div> <div>Reach</div> <div>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.")</div> <div>Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</div> </div> <div> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Generous Ent</div> <div> <div>5</div> <div>6</div> </div> </div> <div> <div>Creature -- Treefolk</div> <div> <div>Reach</div> <div>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.")</div> <div>Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</div> </div> <div> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Giant's Boulder</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> <div>When this artifact enters, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div> <div>{1}, {T}: Add one mana of any color.</div> <div>{7}, {T}, Sacrifice this artifact: Destroy target permanent.</div> </div> <div> <div>1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Giant's Boulder</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> <div>When this artifact enters, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div> <div>{1}, {T}: Add one mana of any color.</div> <div>{7}, {T}, Sacrifice this artifact: Destroy target permanent.</div> </div> <div> <div>1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
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| <div><div>Maelstrom Colossus8</div><div>Artifact Creature -- Golem</div><div>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.)</div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 | <div><div>Maelstrom Colossus8</div><div>Artifact Creature -- Golem</div><div>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.)</div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 | <div><div>Pinnacle Kill-Ship7</div><div>Artifact -- Spacecraft</div><div>When this Spacecraft enters, it deals 10 damage to up to one target creature.<br/>Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 7+.)<br/>7+   Flying</div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Pinnacle Kill-Ship7</div><div>Artifact -- Spacecraft</div><div>When this Spacecraft enters, it deals 10 damage to up to one target creature.<br/>Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 7+.)<br/>7+   Flying</div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div><div>Urza's Mine</div><div>Land -- Urza's Mine</div><div>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div>Urza's Mine</div><div>Land -- Urza's Mine</div><div>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div>Urza's Mine</div><div>Land -- Urza's Mine</div><div>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div>Urza's Mine</div><div>Land -- Urza's Mine</div><div>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        |
| <div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div></div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div></div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div></div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div></div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><div>Breath Weapon</div><div>Instant</div><div>Breath Weapon deals 2 damage to each non-Dragon creature.</div><div>[sideboard]</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                    | <div><div><div>Breath Weapon</div><div>Instant</div><div>Breath Weapon deals 2 damage to each non-Dragon creature.</div><div>[sideboard]</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                    | <div><div><div>Breath Weapon</div><div>Instant</div><div>Breath Weapon deals 2 damage to each non-Dragon creature.</div><div>[sideboard]</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                    | <div><div><div>Breath Weapon</div><div>Instant</div><div>Breath Weapon deals 2 damage to each non-Dragon creature.</div><div>[sideboard]</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                    |



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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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{T}: Target player exiles a card from their graveyard.  
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from their graveyard.
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```

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⑤

Changeling (This card is every creature type.)

Flying  
When this creature enters, exile up to two target cards from graveyards. You gain 3 life.

**3/3**

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5

Changeling (This card is every creature type.)

Flying  
When this creature enters, exile up to two target cards from graveyards. You gain 3 life.

**3/3**

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① ②

Prevent all combat damage that would be dealt this turn.

Each attacking creature doesn't untap during its controller's next untap step.

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Each attacking creature doesn't untap during its controller's next untap step.

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## Whispersilk Cloak

3

Artifact -- Equipment

Equipped creature can't be blocked and has shroud. (It can't be the target of spells or abilities.)  
Equip {2}

[sideboard]

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Playtest cards - Lord Depa - Pauper v3 Group A86C54 (Giant's Boulder, Boulderbranch Golem)

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 10/10 - 1 cards - 2.5 x 3.5 in each