

Autochthon Wurm 10GGGWWW Creature -- Wurm Convoke (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.) Trample 9/14 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Autochthon Wurm 10GGGWWW Creature -- Wurm Convoke (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.) Trample 9/14 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Autochthon Wurm 10GGGWWW Creature -- Wurm Convoke (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.) Trample 9/14 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Autochthon Wurm 10GGGWWW Creature -- Wurm Convoke (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.) Trample 9/14 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Blood Crypt Land -- Swamp Mountain {T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boseiju, Who Shelters All Legendary Land Boseiju enters tapped. {T}, Pay 2 life: Add {C}. If that mana is spent on an instant or sorcery spell, that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boseiju, Who Shelters All Legendary Land Boseiju enters tapped. {T}, Pay 2 life: Add {C}. If that mana is spent on an instant or sorcery spell, that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boseiju, Who Shelters All Legendary Land Boseiju enters tapped. {T}, Pay 2 life: Add {C}. If that mana is spent on an instant or sorcery spell, that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Calibrated Blast 2 R Instant Reveal cards from the top of your library until you reveal a nonland card. Put the revealed cards on the bottom of your library in a random order. When you reveal a nonland card this way, Calibrated Blast deals damage equal to that card's mana value to any target. Flashback {3}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Calibrated Blast 2 R Instant Reveal cards from the top of your library until you reveal a nonland card. Put the revealed cards on the bottom of your library in a random order. When you reveal a nonland card this way, Calibrated Blast deals damage equal to that card's mana value to any target. Flashback {3}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Calibrated Blast 2 R Instant Reveal cards from the top of your library until you reveal a nonland card. Put the revealed cards on the bottom of your library in a random order. When you reveal a nonland card this way, Calibrated Blast deals damage equal to that card's mana value to any target. Flashback {3}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Calibrated Blast 2 R Instant Reveal cards from the top of your library until you reveal a nonland card. Put the revealed cards on the bottom of your library in a random order. When you reveal a nonland card this way, Calibrated Blast deals damage equal to that card's mana value to any target. Flashback {3}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Emrakul, the Aeons Torn 15 Legendary Creature -- Eldrazi This spell can't be countered. When you cast this spell, take an extra turn after this one. Flying, protection from spells that are one or more colors, annihilator 6 When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library. 15/15 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emrakul, the Aeons Torn 15 Legendary Creature -- Eldrazi This spell can't be countered. When you cast this spell, take an extra turn after this one. Flying, protection from spells that are one or more colors, annihilator 6 When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library. 15/15 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emrakul, the Aeons Torn 15 Legendary Creature -- Eldrazi This spell can't be countered. When you cast this spell, take an extra turn after this one. Flying, protection from spells that are one or more colors, annihilator 6 When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library. 15/15 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emrakul, the Aeons Torn 15 Legendary Creature -- Eldrazi This spell can't be countered. When you cast this spell, take an extra turn after this one. Flying, protection from spells that are one or more colors, annihilator 6 When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library. 15/15 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gemstone Caverns

Legendary Land

If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.

{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.

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Hallowed Fountain

Land -- Plains Island

((T): Add {W} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hidden Volcano

Land - - Cave

This land enters tapped.
{T}: Add {R}.
{4}{R}, {T}, Sacrifice this land:
Discover 4. Activate only as a
sorcery. (Exile cards from the top
of your library until you exile a
nonland card with mana value 4 or
less. Cast it without paying its
mana cost or put it into your hand.
Put the rest on the bottom in a
random order.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Indatha Triome Land -- Plains Swamp Forest {T}: Add {W}, {B}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Marsh Flats Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ramunap Ruins Land -- Desert {T}: Add {C}. {T}, Pay 1 life: Add {R}. {2}{R}{R}, {T}, Sacrifice a Desert: This land deals 2 damage to each opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ramunap Ruins Land -- Desert {T}: Add {C}. {T}, Pay 1 life: Add {R}. {2}{R}{R}, {T}, Sacrifice a Desert: This land deals 2 damage to each opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ramunap Ruins Land -- Desert {T}: Add {C}. {T}, Pay 1 life: Add {R}. {2}{R}{R}, {T}, Sacrifice a Desert: This land deals 2 damage to each opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ramunap Ruins Land -- Desert {T}: Add {C}. {T}, Pay 1 life: Add {R}. {2}{R}{R}, {T}, Sacrifice a Desert: This land deals 2 damage to each opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Scalding Tarn

Land

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scion of Draco

12

Artifact Creature -- Dragon

Domain -- This spell costs {2} less to cast for each basic land type among lands you control.

Flying

Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green.

4/4

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shadow of Mortality 13BB

13 B B

Creature -- Avatar

If your life total is less than your starting life total, this spell costs {X} less to cast, where X is the difference.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shadow of Mortality (13)(B)(B)

13 B B

Creature -- Avatar

If your life total is less than your starting life total, this spell costs {X} less to cast, where X is the difference.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shadow of Mortality 13B B Creature -- Avatar If your life total is less than your starting life total, this spell costs {X} less to cast, where X is the difference. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shadow of Mortality 13B B Creature -- Avatar If your life total is less than your starting life total, this spell costs {X} less to cast, where X is the difference. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spara's Headquarters Land -- Forest Plains Island {T}: Add {G}, {W}, or {U}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steam Vents Land -- Island Mountain {T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sunscorched Desert Land -- Desert When this land enters, it deals 1 damage to target player or planeswalker. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunscorched Desert Land -- Desert When this land enters, it deals 1 damage to target player or planeswalker. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunscorched Desert Land -- Desert When this land enters, it deals 1 damage to target player or planeswalker. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunscorched Desert Land -- Desert When this land enters, it deals 1 damage to target player or planeswalker. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Temple Garden

Land -- Forest Plains

($\{T\}$: Add $\{G\}$ or $\{W\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Throes of Chaos (3) (R)

Throes of Chaos (3) (R)

Sorcery

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.)

Retrace (You may cast this card from your graveyard by discarding a land card in addition to paying its other costs.)

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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.)

Retrace (You may cast this card from your graveyard by discarding a land card in addition to paying its other costs.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ugin's Labyrinth

Land

Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.

{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.

{T}: Return the exiled card to its owner's hand.

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Uqin's Labyrinth

Land

Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.

{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.

{T}: Return the exiled card to its owner's hand.

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{T}: Return the exiled card to its owner's hand.

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

Windswept Heath 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 PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Xander's Lounge Land -- Island Swamp Mountain {T}: Add {U}, {B}, or {R}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ziatora's Proving Ground Land -- Swamp Mountain Forest {T}: Add {B}, {R}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boseiju, Who Shelters All Legendary Land Boseiju enters tapped. {T}, Pay 2 life: Add {C}. If that mana is spent on an instant or sorcery spell, that spell can't be countered. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gemstone Caverns Legendary Land If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand. {T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Keruga, the Macrosage 36/06/0 Legendary Creature -- Dinosaur Hippo Companion -- Your starting deck contains only cards with mana value 3 or greater and land cards. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) When Keruga enters, draw a card for each other permanent you control with mana value 3 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev 5/4

Mountain Basic Land -- Mountain {T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nephalia Academy Land If a spell or ability an opponent controls causes you to discard a card, you may reveal that card and put it on top of your library instead of putting it anywhere else. {T}: Add {C}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nephalia Academy Land If a spell or ability an opponent controls causes you to discard a card, you may reveal that card and put it on top of your library instead of putting it anywhere else. {T}: Add {C}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nephalia Academy Land If a spell or ability an opponent controls causes you to discard a card, you may reveal that card and put it on top of your library instead of putting it anywhere else. {T}: Add {C}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Nephalia Academy Land If a spell or ability an opponent controls causes you to discard a card, you may reveal that card and put it on top of your library instead of putting it anywhere else. {T}: Add {C}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Otawara, Soaring City Legendary Land {T}: Add {U}. Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rough1R Sorcery Rough deals 2 damage to each creature without flying. [sideboard] ----- RIGHT HALF ----- Tumble5R Sorcery Tumble deals 6 damage to each creature with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rough1R Sorcery Rough deals 2 damage to each creature without flying. [sideboard] ----- RIGHT HALF ----- Tumble5R Sorcery Tumble deals 6 damage to each creature with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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