

**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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5 G G

Reach, trample  
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.)

6/5

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6/5

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## Barrels of Blasting Jelly 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

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## Artifact

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## Artifact

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## Artifact Creature -- Golem

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## Artifact Creature -- Golem

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## Artifact Creature -- Golem

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## Artifact Creature -- Golem

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Creature -- Wurm

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| <div><div><div><div><div><div></div><div></div></div><div><div></div><div></div></div></div><div><div><div><b>Bramble Wurm</b></div><div>66</div></div><div>Creature -- Wurm</div><div>Reach, trample<br/>When this creature enters, you gain 5 life.<br/>{2}{6}, Exile this card from your graveyard: You gain 5 life.</div><div>7/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div></div> | <div><div><div><div><div><div></div><div></div></div><div><div></div><div></div></div></div><div><div><div><b>Bramble Wurm</b></div><div>66</div></div><div>Creature -- Wurm</div><div>Reach, trample<br/>When this creature enters, you gain 5 life.<br/>{2}{6}, Exile this card from your graveyard: You gain 5 life.</div><div>7/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div></div> | <div><div><div><div><div><div></div><div></div></div><div><div></div><div></div></div></div><div><div><div><b>Bramble Wurm</b></div><div>66</div></div><div>Creature -- Wurm</div><div>Reach, trample<br/>When this creature enters, you gain 5 life.<br/>{2}{6}, Exile this card from your graveyard: You gain 5 life.</div><div>7/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div></div> | <div><div><div><div><div><div></div><div></div></div><div><div></div><div></div></div></div><div><div><div><b>Crop Rotation</b></div><div>6</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div></div> |
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| <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> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> <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>Artifact</div> <div> When this artifact enters, scry 2.<br/> (Look at the top two cards of your<br/> library, then put any number of them<br/> on the bottom and the rest on top in<br/> any order.)<br/> {1}, {T}: Add one mana of any color.<br/> {7}, {T}, Sacrifice this artifact:<br/> Destroy target permanent. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Giant's Boulder</div> <div>Artifact</div> <div> When this artifact enters, scry 2.<br/> (Look at the top two cards of your<br/> library, then put any number of them<br/> on the bottom and the rest on top in<br/> any order.)<br/> {1}, {T}: Add one mana of any color.<br/> {7}, {T}, Sacrifice this artifact:<br/> Destroy target permanent. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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{1}, {T}: Add one mana of any color.

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{1}, {T}: Add one mana of any color.

{7}, {T}, Sacrifice this artifact:  
Destroy target permanent.

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{T}: Add {C}.  
{3}, {T}, Sacrifice this land:  
Return a creature card at random  
from your graveyard to your hand.

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ⓧ Ⓜ

As long as Kaervek's Torch is on the stack, spells that target it cost {2} more to cast. Kaervek's Torch deals X damage to any target.

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⑦

When this Spacecraft enters, it deals 10 damage to up to one target creature.

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+.)

7+ | Flying

7/7

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| <div> <div>Rooftop Percher</div> <div> <div>5</div> </div> </div> <div> <div>Creature -- Shapeshifter</div> <div> <div>Changeling (This card is every creature type.)</div> <div>Flying</div> <div>When this creature enters, exile up to two target cards from graveyards. You gain 3 life.</div> </div> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Rooftop Percher</div> <div> <div>5</div> </div> </div> <div> <div>Creature -- Shapeshifter</div> <div> <div>Changeling (This card is every creature type.)</div> <div>Flying</div> <div>When this creature enters, exile up to two target cards from graveyards. You gain 3 life.</div> </div> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Rooftop Percher</div> <div> <div>5</div> </div> </div> <div> <div>Creature -- Shapeshifter</div> <div> <div>Changeling (This card is every creature type.)</div> <div>Flying</div> <div>When this creature enters, exile up to two target cards from graveyards. You gain 3 life.</div> </div> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Surveillance Room</div> <div></div> </div> <div> <div>Land</div> <div> <div>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>{T}: Add {C}.</div> <div>{1}, {T}: Add one mana of any color.</div> </div> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>     |
| <div> <div>Surveillance Room</div> <div></div> </div> <div> <div>Land</div> <div> <div>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>{T}: Add {C}.</div> <div>{1}, {T}: Add one mana of any color.</div> </div> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                   | <div> <div>Unfathomable Truths</div> <div> <div>4</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <div>Devoid (This card has no color.)</div> <div>Draw three cards and create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div> </div> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>               | <div> <div>Unfathomable Truths</div> <div> <div>4</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <div>Devoid (This card has no color.)</div> <div>Draw three cards and create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div> </div> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>               | <div> <div>Unfathomable Truths</div> <div> <div>4</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <div>Devoid (This card has no color.)</div> <div>Draw three cards and create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div> </div> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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> |

## Urza's Tower

Land - - Urza's Tower

{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.

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## Urza's Tower

Land - - Urza's Tower

**{T}**: Add **{C}**. If you control an Urza's Mine and an Urza's Power-Plant, add **{C}{C}{C}** instead.

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## Urza's Tower

Land - - Urza's Tower

**{T}**: Add **{C}**. If you control an Urza's Mine and an Urza's Power-Plant, add **{C}{C}{C}** instead.

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## Urza's Tower

Land -- Urza's Tower

{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.

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5 G G

Creature -- Dinosaur

Reach, trample  
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.)

[sidebar]

6/5

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5GG

Creature -- Dinosaur

Reach, trample  
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.)

[sidebar]

6/5

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②③

Instant

Breath Weapon deals 2 damage to each non-Dragon creature.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Instant

Breath Weapon deals 2 damage to each non-Dragon creature.

[sideboard]

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| <b>Breath Weapon</b> (2)(R)<br><hr/> Instant<br><hr/> Breath Weapon deals 2 damage to each non-Dragon creature.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                               | <b>Breath Weapon</b> (2)(R)<br><hr/> Instant<br><hr/> Breath Weapon deals 2 damage to each non-Dragon creature.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                 | <b>Call Damage Control</b> (1)(G)<br><hr/> Sorcery<br><hr/> Choose up to two. Return those cards from your graveyard to your hand.<br>* Target artifact card.<br>* Target creature card.<br>* Target enchantment card.<br>* Target land card.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Call Damage Control</b> (1)(G)<br><hr/> Sorcery<br><hr/> Choose up to two. Return those cards from your graveyard to your hand.<br>* Target artifact card.<br>* Target creature card.<br>* Target enchantment card.<br>* Target land card.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <b>Call Damage Control</b> (1)(G)<br><hr/> Sorcery<br><hr/> Choose up to two. Return those cards from your graveyard to your hand.<br>* Target artifact card.<br>* Target creature card.<br>* Target enchantment card.<br>* Target land card.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Hydroblast</b> (U)<br><hr/> Instant<br><hr/> Choose one --<br>* Counter target spell if it's red.<br>* Destroy target permanent if it's red.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Hydroblast</b> (U)<br><hr/> Instant<br><hr/> Choose one --<br>* Counter target spell if it's red.<br>* Destroy target permanent if it's red.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                               | <b>Relic of Progenitus</b> (1)<br><hr/> Artifact<br><hr/> {T}: Target player exiles a card from their graveyard.<br>{1}, Exile this artifact: Exile all graveyards. Draw a card.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                              |

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| <div> <div>Relic of Progenitus①</div> <div>Artifact</div> <div> {T}: Target player exiles a card from their graveyard.<br/> {1}, Exile this artifact: Exile all graveyards. Draw a card. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div>Relic of Progenitus①</div> <div>Artifact</div> <div> {T}: Target player exiles a card from their graveyard.<br/> {1}, Exile this artifact: Exile all graveyards. Draw a card. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div>Scour from Existence⑦</div> <div>Instant</div> <div>Exile target permanent.</div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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