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| <div><div>Foreboding Landscape</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}, Sacrifice this land: Search your library for a basic Swamp, Forest, or Island card, put it onto the battlefield tapped, then shuffle.</p><p>Cycling {B}{G}{U} ({B}{G}{U}, Discard this card: Draw a card.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Frost Bite</div><div>Snow Instant</div><div><p>Frost Bite deals 2 damage to target creature or planeswalker. If you control three or more snow permanents, it deals 3 damage instead.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                  | <div><div>Frost Bite</div><div>Snow Instant</div><div><p>Frost Bite deals 2 damage to target creature or planeswalker. If you control three or more snow permanents, it deals 3 damage instead.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                  | <div><div>Frost Bite</div><div>Snow Instant</div><div><p>Frost Bite deals 2 damage to target creature or planeswalker. If you control three or more snow permanents, it deals 3 damage instead.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                  |
| <div><div>Frost Bite</div><div>Snow Instant</div><div><p>Frost Bite deals 2 damage to target creature or planeswalker. If you control three or more snow permanents, it deals 3 damage instead.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                | <div><div>Ghost Lantern</div><div>Artifact -- Equipment</div><div><p>Whenever a creature you control dies, put a +1/+1 counter on equipped creature.</p><p>Equip {1}</p></div><div><div>-----ADVENTURE-----</div><div><div>Bind Spirit</div><div>Instant -- Adventure</div><div><p>Return target creature card from your graveyard to your hand. (Then exile this card. You may cast the artifact later from exile.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> | <div><div>Ghost Lantern</div><div>Artifact -- Equipment</div><div><p>Whenever a creature you control dies, put a +1/+1 counter on equipped creature.</p><p>Equip {1}</p></div><div><div>-----ADVENTURE-----</div><div><div>Bind Spirit</div><div>Instant -- Adventure</div><div><p>Return target creature card from your graveyard to your hand. (Then exile this card. You may cast the artifact later from exile.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> | <div><div>Ghost Lantern</div><div>Artifact -- Equipment</div><div><p>Whenever a creature you control dies, put a +1/+1 counter on equipped creature.</p><p>Equip {1}</p></div><div><div>-----ADVENTURE-----</div><div><div>Bind Spirit</div><div>Instant -- Adventure</div><div><p>Return target creature card from your graveyard to your hand. (Then exile this card. You may cast the artifact later from exile.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> |

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| <div> <b>Ghost Lantern</b> <span>(B)</span> </div> <div>Artifact -- Equipment</div> <div> Whenever a creature you control dies, put a +1/+1 counter on equipped creature.<br/> Equip {1} </div> <div> <div>----- ADVENTURE -----</div> <div> <b>Bind Spirit</b> <span>(1)(B)</span> </div> <div>Instant -- Adventure</div> <div> Return target creature card from your graveyard to your hand. (Then exile this card. You may cast the artifact later from exile.) </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <b>Glaring Fleshraker</b> <span>(2)(C)</span> </div> <div>Creature -- Eldrazi Drone</div> <div> Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br/> Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Glaring Fleshraker</b> <span>(2)(C)</span> </div> <div>Creature -- Eldrazi Drone</div> <div> Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br/> Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Glaring Fleshraker</b> <span>(2)(C)</span> </div> <div>Creature -- Eldrazi Drone</div> <div> Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br/> Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Glaring Fleshraker</b> <span>(2)(C)</span> </div> <div>Creature -- Eldrazi Drone</div> <div> Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br/> Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                          | <div> <b>Highland Forest</b> </div> <div>Snow Land -- Mountain Forest</div> <div> ({T}: Add {R} or {G}.)<br/> This land enters tapped. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                           | <div> <b>Impact Tremors</b> <span>(1)(R)</span> </div> <div>Enchantment</div> <div> Whenever a creature you control enters, this enchantment deals 1 damage to each opponent. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                    | <div> <b>Impact Tremors</b> <span>(1)(R)</span> </div> <div>Enchantment</div> <div> Whenever a creature you control enters, this enchantment deals 1 damage to each opponent. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                    |

## Malevolent Rumble

① ②

## Sorcery

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

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## Malevolent Rumble

① ⑥

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Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

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## Malevolent Rumble

① ⑥

Sorcery

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

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## Perilous Iteration

**R G**

## Sorcery

Seek a card with mana value 2 or less and a card with mana value 3 or greater. Discard those cards at the beginning of your next turn's end step.

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## Shattered Landscape

## Land

{T}: Add {C}.  
{T}, Sacrifice this land: Search your library for a basic Mountain, Plains, or Swamp card, put it onto the battlefield tapped, then shuffle.  
Cycling {R}{W}{B} ({R}{W}{B}, Discard this card: Draw a card.)

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## Shattered Landscape

## Land

{T}: Add {C}.  
{T}, Sacrifice this land: Search your library for a basic Mountain, Plains, or Swamp card, put it onto the battlefield tapped, then shuffle.  
Cycling {R}{W}{B} ({R}{W}{B}, Discard this card: Draw a card.)

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## Snow-Covered Forest

Basic Snow Land -- Forest

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

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

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| <div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                       | <div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                        | <div><div>Snow-Covered Swamp</div><div>Basic Snow Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                              |
| <div><div>Snow-Covered Swamp</div><div>Basic Snow Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div>Temur Battle Rage</div><div>Instant</div><div>Target creature gains double strike until end of turn.<br/>Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Twisted Landscape</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Twisted Landscape</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Twisted Landscape

Land

{T}: Add {C}.  
{T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle.  
Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)

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## Twisted Landscape

Land

{T}: Add {C}.  
{I}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle.  
Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Instant

Volcanic Spite deals 3 damage to target creature, planeswalker, or battle. You may put a card from your hand on the bottom of your library. If you do, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Instant

Volcanic Spite deals 3 damage to target creature, planeswalker, or battle. You may put a card from your hand on the bottom of your library. If you do, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Instant

Volcanic Spite deals 3 damage to target creature, planeswalker, or battle. You may put a card from your hand on the bottom of your library. If you do, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

## Sorcery

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

## Sorcery

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①R

Sorcery

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Writhing Chrysalis</b> (2)(R)(G)<br>Creature -- Eldrazi Drone<br>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.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Writhing Chrysalis</b> (2)(R)(G)<br>Creature -- Eldrazi Drone<br>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.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Writhing Chrysalis</b> (2)(R)(G)<br>Creature -- Eldrazi Drone<br>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.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Writhing Chrysalis</b> (2)(R)(G)<br>Creature -- Eldrazi Drone<br>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.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Abrade</b> (1)(R)<br>Instant<br>Choose one --<br>* Abrade deals 3 damage to target creature.<br>* Destroy target artifact.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                            | <b>Abrade</b> (1)(R)<br>Instant<br>Choose one --<br>* Abrade deals 3 damage to target creature.<br>* Destroy target artifact.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                            | <b>Abrade</b> (1)(R)<br>Instant<br>Choose one --<br>* Abrade deals 3 damage to target creature.<br>* Destroy target artifact.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                            | <b>A-Haywire Mite</b> (1)<br>Artifact Creature -- Insect<br>When Haywire Mite dies, you gain 3 life.<br>{G}, Sacrifice Haywire Mite: Exile target noncreature artifact or noncreature enchantment.<br>[sideboard]<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                        |

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| <div><div><div>A-Haywire Mite</div><div>1</div></div><div>Artifact Creature -- Insect</div><div>When Haywire Mite dies, you gain 3 life.<br/>{G}, Sacrifice Haywire Mite: Exile target noncreature artifact or noncreature enchantment.</div><div>[sideboard]</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>A-Haywire Mite</div><div>1</div></div><div>Artifact Creature -- Insect</div><div>When Haywire Mite dies, you gain 3 life.<br/>{G}, Sacrifice Haywire Mite: Exile target noncreature artifact or noncreature enchantment.</div><div>[sideboard]</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Pyroclasm</div><div>1R</div></div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                               | <div><div><div>Pyroclasm</div><div>1R</div></div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                      |
| <div><div><div>Stone of Erech</div><div>1</div></div><div>Legendary Artifact</div><div>If a creature an opponent controls would die, exile it instead.<br/>{2}, {T}, Sacrifice Stone of Erech: Exile target player's graveyard.<br/>Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div><div>Stone of Erech</div><div>1</div></div><div>Legendary Artifact</div><div>If a creature an opponent controls would die, exile it instead.<br/>{2}, {T}, Sacrifice Stone of Erech: Exile target player's graveyard.<br/>Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div><div>Stone of Erech</div><div>1</div></div><div>Legendary Artifact</div><div>If a creature an opponent controls would die, exile it instead.<br/>{2}, {T}, Sacrifice Stone of Erech: Exile target player's graveyard.<br/>Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Tibalt, Rakish Instigator</div><div>2R</div></div><div>Legendary Planeswalker -- Tibalt</div><div>Your opponents can't gain life.<br/>[-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target."</div><div>[sideboard]</div><div><div>L 5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Tibalt, Rakish Instigator (2)(R)</div> <div> <div>Legendary Planeswalker -- Tibalt</div> <div> Your opponents can't gain life.<br/> [-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target."<br/><br/> [sideboard] </div> <div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> </div> </div> | <div> <div>Wumpus Aberration (3)(G)</div> <div> <div>Creature -- Eldrazi Beast</div> <div> Devoid (This card has no color.)<br/> When you cast this spell, if {C} wasn't spent to cast it, target opponent may put a creature card from their hand onto the battlefield.<br/> Trample </div> <div> [sideboard] </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> </div> </div> | <div> <div>Wumpus Aberration (3)(G)</div> <div> <div>Creature -- Eldrazi Beast</div> <div> Devoid (This card has no color.)<br/> When you cast this spell, if {C} wasn't spent to cast it, target opponent may put a creature card from their hand onto the battlefield.<br/> Trample </div> <div> [sideboard] </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> </div> </div> |  |
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