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| <div><div>Beanstalk Wurm</div><div>46</div><div>Creature -- Plant Wurm</div><div>Reach</div><div>5/4</div><div>----- ADVENTURE -----</div><div>Plant Beans</div><div>16</div><div>Sorcery -- Adventure</div><div>You may play an additional land this turn. (Then exile this card. You may cast the creature later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Beanstalk Wurm</div><div>46</div><div>Creature -- Plant Wurm</div><div>Reach</div><div>5/4</div><div>----- ADVENTURE -----</div><div>Plant Beans</div><div>16</div><div>Sorcery -- Adventure</div><div>You may play an additional land this turn. (Then exile this card. You may cast the creature later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Beanstalk Wurm</div><div>46</div><div>Creature -- Plant Wurm</div><div>Reach</div><div>5/4</div><div>----- ADVENTURE -----</div><div>Plant Beans</div><div>16</div><div>Sorcery -- Adventure</div><div>You may play an additional land this turn. (Then exile this card. You may cast the creature later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Beanstalk Wurm</div><div>46</div><div>Creature -- Plant Wurm</div><div>Reach</div><div>5/4</div><div>----- ADVENTURE -----</div><div>Plant Beans</div><div>16</div><div>Sorcery -- Adventure</div><div>You may play an additional land this turn. (Then exile this card. You may cast the creature later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Blossoming Sands</div><div>Land</div><div>This land enters tapped. When this land enters, you gain 1 life.<br/>{T}: Add {G} or {W}.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                     | <div><div>Combat Thresher</div><div>7</div><div>Artifact Creature -- Construct</div><div>Prototype {2}{W} -- 1/1 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)<br/>Double strike<br/>When this creature enters, draw a card.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             | <div><div>Combat Thresher</div><div>7</div><div>Artifact Creature -- Construct</div><div>Prototype {2}{W} -- 1/1 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)<br/>Double strike<br/>When this creature enters, draw a card.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             | <div><div>Combat Thresher</div><div>7</div><div>Artifact Creature -- Construct</div><div>Prototype {2}{W} -- 1/1 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)<br/>Double strike<br/>When this creature enters, draw a card.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             |

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| <div><div>Combat Thresher</div><div>Artifact Creature -- Construct</div><div>Prototype {2}{W} -- 1/1 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)<br/>Double strike<br/>When this creature enters, draw a card.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Crystal Grotto</div><div>Land</div><div>When this land enters, scry 1.<br/>{T}: Add {C}.<br/>{1}, {T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Crystal Grotto</div><div>Land</div><div>When this land enters, scry 1.<br/>{T}: Add {C}.<br/>{1}, {T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Etched Cornfield</div><div>Land</div><div>This land enters tapped unless a player has 13 or less life.<br/>{T}: Add {G} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Etched Cornfield</div><div>Land</div><div>This land enters tapped unless a player has 13 or less life.<br/>{T}: Add {G} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                               | <div><div>Etched Cornfield</div><div>Land</div><div>This land enters tapped unless a player has 13 or less life.<br/>{T}: Add {G} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Etched Cornfield</div><div>Land</div><div>This land enters tapped unless a player has 13 or less life.<br/>{T}: Add {G} or {W}.</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>                                                                 |

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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> Getaway Glamer W </div> <div> Instant </div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1} -- Exile target nontoken creature. Return it to the battlefield under its owner's control at the beginning of the next end step.</p> <p>+ {2} -- Destroy target creature if no other creature has greater power.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                              | <div> Getaway Glamer W </div> <div> Instant </div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1} -- Exile target nontoken creature. Return it to the battlefield under its owner's control at the beginning of the next end step.</p> <p>+ {2} -- Destroy target creature if no other creature has greater power.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Getaway Glamer W </div> <div> Instant </div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1} -- Exile target nontoken creature. Return it to the battlefield under its owner's control at the beginning of the next end step.</p> <p>+ {2} -- Destroy target creature if no other creature has greater power.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Getaway Glamer W </div> <div> Instant </div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1} -- Exile target nontoken creature. Return it to the battlefield under its owner's control at the beginning of the next end step.</p> <p>+ {2} -- Destroy target creature if no other creature has greater power.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> Hauntwoods Shrieker 1GG </div> <div> Creature -- Beast Mutant </div> <div> <p>Whenever this creature attacks, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</p> <p>{1}{G}: Reveal target face-down permanent. If it's a creature card, you may turn it face up.</p> </div> <div> <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Manifest Dread 1G </div> <div> Sorcery </div> <div> <p>Manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                              | <div> Manifest Dread 1G </div> <div> Sorcery </div> <div> <p>Manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                              | <div> Manifest Dread 1G </div> <div> Sorcery </div> <div> <p>Manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                              |

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| <div><div>Manifest Dread</div><div><div>1</div><div>6</div></div></div> <div>Sorcery</div> <div>Manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Overlord of the Mistmoors</div><div><div>5</div><div>W</div><div>W</div></div></div> <div>Enchantment Creature -- Avatar Horror</div> <div>Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</div> <div><div>6/6</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                       | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>     | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                             | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

## Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Riftburst Hellion 5R6

Creature -- Hellion

Reach  
Disguise {4}{R/G}{R/G} (You may cast this card face down for {3} as a 2/2 creature with ward {2}. Turn it face up any time for its disguise cost.)

6/7

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## Riftburst Hellion (5)(R)(G)

Creature -- Hellion

Reach  
Disguise {4}{R/G}{R/G} (You may cast this card face down for {3} as a 2/2 creature with ward {2}. Turn it face up any time for its disguise cost.)

6/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Riftburst Hellion (5)(R)(G)

Creature -- Hellion

Reach  
Disguise {4}{R/G}{R/G} (You may cast this card face down for {3} as a 2/2 creature with ward {2}. Turn it face up any time for its disguise cost.)

6/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Riftburst Hellion (5)(R)(G)

Creature -- Hellion

Reach  
Disguise {4}{R/G}{R/G} (You may cast this card face down for {3} as a 2/2 creature with ward {2}. Turn it face up any time for its disguise cost.)

6/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rust Goliath 10

Artifact Creature -- Construct

Prototype {3}{G}{G} -- 3/5 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)  
Reach, trample

10/10

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10

Prototype {3}{G}{G} -- 3/5 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)

10/10

botbox.dev

10

Prototype {3}{G}{G} -- 3/5 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)

10/10

botbox.dev

10

Prototype {3}{G}{G} -- 3/5 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)

10/10

botbox.dev

③

Flash  
Flying

3/3

hotbox.dev

②

Exile up to one target artifact, creature, or enchantment you control, then return it to the battlefield under its owner's control.

botbox.dev

②

Exile up to one target artifact, creature, or enchantment you control, then return it to the battlefield under its owner's control.

botbox.dev

②

Exile up to one target artifact, creature, or enchantment you control, then return it to the battlefield under its owner's control.

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②

Exile up to one target artifact, creature, or enchantment you control, then return it to the battlefield under its owner's control.

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| <div>Threats Around Every Corner (3)(6)</div> <div>Enchantment</div> <div>When this enchantment enters, manifest dread.<br/>Whenever a face-down permanent you control enters, search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                         | <div>Threats Around Every Corner (3)(6)</div> <div>Enchantment</div> <div>When this enchantment enters, manifest dread.<br/>Whenever a face-down permanent you control enters, search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                         | <div>Threats Around Every Corner (3)(6)</div> <div>Enchantment</div> <div>When this enchantment enters, manifest dread.<br/>Whenever a face-down permanent you control enters, search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                         | <div>Valgavoth's Onslaught (X)(X)(6)</div> <div>Sorcery</div> <div>Manifest dread X times, then put X +1/+1 counters on each of those creatures. (To manifest dread, look at the top two cards of your library, then put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Boulderbranch Golem (7)</div> <div>Artifact Creature -- Golem</div> <div>Prototype {3}{G} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)<br/>When this creature enters, you gain life equal to its power.</div> <div>[sideboard]</div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Boulderbranch Golem (7)</div> <div>Artifact Creature -- Golem</div> <div>Prototype {3}{G} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)<br/>When this creature enters, you gain life equal to its power.</div> <div>[sideboard]</div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Boulderbranch Golem (7)</div> <div>Artifact Creature -- Golem</div> <div>Prototype {3}{G} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)<br/>When this creature enters, you gain life equal to its power.</div> <div>[sideboard]</div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Boulderbranch Golem (7)</div> <div>Artifact Creature -- Golem</div> <div>Prototype {3}{G} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)<br/>When this creature enters, you gain life equal to its power.</div> <div>[sideboard]</div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                   |

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| <div><div>Cease16/6</div><div>Instant</div><div>Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.</div><div>[sideboard]</div><div>----- RIGHT HALF -----</div><div>Desist46/W6/W</div><div>Sorcery</div><div>Destroy all artifacts and enchantments.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cease16/6</div><div>Instant</div><div>Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.</div><div>[sideboard]</div><div>----- RIGHT HALF -----</div><div>Desist46/W6/W</div><div>Sorcery</div><div>Destroy all artifacts and enchantments.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cease16/6</div><div>Instant</div><div>Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.</div><div>[sideboard]</div><div>----- RIGHT HALF -----</div><div>Desist46/W6/W</div><div>Sorcery</div><div>Destroy all artifacts and enchantments.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div>Destroy Evil1W</div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with toughness 4 or greater.<br/>* Destroy target enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                              |
| <div><div>Destroy Evil1W</div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with toughness 4 or greater.<br/>* Destroy target enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                 | <div><div>Destroy Evil1W</div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with toughness 4 or greater.<br/>* Destroy target enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                 | <div><div>Monstrous Emergence1G</div><div>Sorcery</div><div>As an additional cost to cast this spell, choose a creature you control or reveal a creature card from your hand.<br/>Monstrous Emergence deals damage equal to the power of the creature you chose or the card you revealed to target creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Monstrous Emergence1G</div><div>Sorcery</div><div>As an additional cost to cast this spell, choose a creature you control or reveal a creature card from your hand.<br/>Monstrous Emergence deals damage equal to the power of the creature you chose or the card you revealed to target creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Monstrous Emergence</b> <span>16</span> </div> <hr/> <div>Sorcery</div> <hr/> <p>As an additional cost to cast this spell, choose a creature you control or reveal a creature card from your hand.</p> <p>Monstrous Emergence deals damage equal to the power of the creature you chose or the card you revealed to target creature.</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Monstrous Emergence</b> <span>16</span> </div> <hr/> <div>Sorcery</div> <hr/> <p>As an additional cost to cast this spell, choose a creature you control or reveal a creature card from your hand.</p> <p>Monstrous Emergence deals damage equal to the power of the creature you chose or the card you revealed to target creature.</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Stormkeld Vanguard</b> <span>466</span> </div> <hr/> <div>Creature -- Giant Warrior</div> <hr/> <p>This creature can't be blocked by creatures with power 2 or less.</p> <p>[sideboard]</p> <div> <div>6/7</div> <div> -- -- ADVENTURE -- -- </div> </div> <hr/> <div> <b>Bear Down</b> <span>16</span> </div> <hr/> <div>Sorcery -- Adventure</div> <hr/> <p>Destroy target artifact or enchantment. (Then exile this card. You may cast the creature later from exile.)</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |  |
|                                                                                                                                                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |  |