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| <div><div>Amulet of Vigor</div><div>Artifact</div><div>Whenever a permanent you control enters tapped, untap it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                             | <div><div>Amulet of Vigor</div><div>Artifact</div><div>Whenever a permanent you control enters tapped, untap it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                             | <div><div>Amulet of Vigor</div><div>Artifact</div><div>Whenever a permanent you control enters tapped, untap it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                             | <div><div>Amulet of Vigor</div><div>Artifact</div><div>Whenever a permanent you control enters tapped, untap it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                             |
| <div><div>Ancient Stirrings</div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ancient Stirrings</div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ancient Stirrings</div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ancient Stirrings</div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Arboreal Grazer</b> <span>6</span><br><hr/> Creature -- Sloth Beast<br><hr/> Reach<br>When this creature enters, you may put a land card from your hand onto the battlefield tapped.<br><div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Arboreal Grazer</b> <span>6</span><br><hr/> Creature -- Sloth Beast<br><hr/> Reach<br>When this creature enters, you may put a land card from your hand onto the battlefield tapped.<br><div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Arboreal Grazer</b> <span>6</span><br><hr/> Creature -- Sloth Beast<br><hr/> Reach<br>When this creature enters, you may put a land card from your hand onto the battlefield tapped.<br><div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                | <b>Azusa, Lost but Seeking</b> <span>2</span> <span>6</span><br><hr/> Legendary Creature -- Human Monk<br><hr/> You may play two additional lands on each of your turns.<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                               |
| <b>Breeding Pool</b><br><hr/> Land -- Forest Island<br><hr/> ({T}: Add {G} or {U}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                        | <b>Breeding Pool</b><br><hr/> Land -- Forest Island<br><hr/> ({T}: Add {G} or {U}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                        | <b>Castle Garenbrig</b><br><hr/> Land<br><hr/> This land enters tapped unless you control a Forest.<br>{T}: Add {G}.<br>{2}{G}{G}, {T}: Add six {G}. Spend this mana only to cast creature spells or activate abilities of creatures.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Castle Garenbrig</b><br><hr/> Land<br><hr/> This land enters tapped unless you control a Forest.<br>{T}: Add {G}.<br>{2}{G}{G}, {T}: Add six {G}. Spend this mana only to cast creature spells or activate abilities of creatures.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <div> <b>Castle Garenbrig</b> </div> <div> Land </div> <div> <p>This land enters tapped unless you control a Forest.</p> <p>{T}: Add {G}.</p> <p>{2}{G}{G}, {T}: Add six {G}. Spend this mana only to cast creature spells or activate abilities of creatures.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                 | <div> <b>Cavern of Souls</b> </div> <div> Land </div> <div> <p>As this land enters, choose a creature type.</p> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color.</p> <p>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>            | <div> <b>Cavern of Souls</b> </div> <div> Land </div> <div> <p>As this land enters, choose a creature type.</p> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color.</p> <p>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>            | <div> <b>Crumbling Vestige</b> </div> <div> Land </div> <div> <p>This land enters tapped.</p> <p>When this land enters, add one mana of any color.</p> <p>{T}: Add {C}. ({C} represents colorless mana.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                       |
| <div> <b>Dryad of the Ilysian Grove</b> <div>26</div> </div> <div> Enchantment Creature -- Nymph Dryad </div> <div> <p>You may play an additional land on each of your turns.</p> <p>Lands you control are every basic land type in addition to their other types.</p> </div> <div> <div>2/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Dryad of the Ilysian Grove</b> <div>26</div> </div> <div> Enchantment Creature -- Nymph Dryad </div> <div> <p>You may play an additional land on each of your turns.</p> <p>Lands you control are every basic land type in addition to their other types.</p> </div> <div> <div>2/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Dryad of the Ilysian Grove</b> <div>26</div> </div> <div> Enchantment Creature -- Nymph Dryad </div> <div> <p>You may play an additional land on each of your turns.</p> <p>Lands you control are every basic land type in addition to their other types.</p> </div> <div> <div>2/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Dryad of the Ilysian Grove</b> <div>26</div> </div> <div> Enchantment Creature -- Nymph Dryad </div> <div> <p>You may play an additional land on each of your turns.</p> <p>Lands you control are every basic land type in addition to their other types.</p> </div> <div> <div>2/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div> <div>Explore</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Sorcery</div> <div> <p>You may play an additional land this turn.</p> <p>Draw a card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Explore</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Sorcery</div> <div> <p>You may play an additional land this turn.</p> <p>Draw a card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Explore</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Sorcery</div> <div> <p>You may play an additional land this turn.</p> <p>Draw a card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                            | <div> <div>Field of the Dead</div> </div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {C}.</p> <p>Whenever this land or another land you control enters, if you control seven or more lands with different names, create a 2/2 black Zombie creature token.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Forest</div> </div> <div>Basic Land -- Forest</div> <div> <p>{T}: Add {G}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                             | <div> <div>Forest</div> </div> <div>Basic Land -- Forest</div> <div> <p>{T}: Add {G}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                             | <div> <div>Ghost Quarter</div> </div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Golgari Rot Farm</div> </div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>When this land enters, return a land you control to its owner's hand.</p> <p>{T}: Add {B}{G}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                   |

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|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div>Gruul Turf</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>When this land enters, return a land you control to its owner's hand.</p> <p>{T}: Add {R}{G}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                      | <div>Hanweir Battlements</div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{R}, {T}: Target creature gains haste until end of turn.</p> <p>{3}{R}{R}, {T}: If you both own and control this land and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.</p> </div> <div> <div>OTHER FACE</div> <div>Hanweir, the Writhing Township</div> <div> <p>Legendary Creature -- Eldrazi Ooze</p> <p>Trample, haste</p> <p>Whenever Hanweir attacks, create two 3/2 colorless Eldrazi Horror creature tokens that are tapped and attacking.</p> </div> <div>7/4</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div>Karn, the Great Creator</div> <div> <div>4</div> <div>Legendary Planeswalker -- Karn</div> </div> <div> <p>Activated abilities of artifacts your opponents control can't be activated.</p> <p>[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.</p> <p>[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.</p> </div> <div> <div>L 5</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div>Karn, the Great Creator</div> <div> <div>4</div> <div>Legendary Planeswalker -- Karn</div> </div> <div> <p>Activated abilities of artifacts your opponents control can't be activated.</p> <p>[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.</p> <p>[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.</p> </div> <div> <div>L 5</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div>Karn, the Great Creator</div> <div> <div>4</div> <div>Legendary Planeswalker -- Karn</div> </div> <div> <p>Activated abilities of artifacts your opponents control can't be activated.</p> <p>[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.</p> <p>[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.</p> </div> <div> <div>L 5</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div>Primeval Titan</div> <div> <div>4</div> <div>G</div> <div>G</div> <div>Creature -- Giant</div> </div> <div> <p>Trample</p> <p>Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle.</p> </div> <div> <div>6/6</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                         | <div>Primeval Titan</div> <div> <div>4</div> <div>G</div> <div>G</div> <div>Creature -- Giant</div> </div> <div> <p>Trample</p> <p>Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle.</p> </div> <div> <div>6/6</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                | <div>Primeval Titan</div> <div> <div>4</div> <div>G</div> <div>G</div> <div>Creature -- Giant</div> </div> <div> <p>Trample</p> <p>Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle.</p> </div> <div> <div>6/6</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                |

Playtest cards - Karnesis93 - Modern (Modern League)

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 5/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Primeval Titan</div><div><div>4</div><div>G</div><div>G</div></div><div>Creature -- Giant</div><div>Trample<br/>Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Radiant Fountain</div><div>Land</div><div>When this land enters, you gain 2 life.<br/>{T}: Add {C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                   | <div><div>Selesnya Sanctuary</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {G}{W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Simic Growth Chamber</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {G}{U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Simic Growth Chamber</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {G}{U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                             | <div><div>Simic Growth Chamber</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {G}{U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Simic Growth Chamber</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {G}{U}.</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>                                                                                       |

## Snow-Covered Forest

Basic Snow Land -- Forest

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

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## Summoner's Pact

©

Instant

Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Summoner's Pact

©

Instant

Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Summoner's Pact

①

Instant

Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Summoner's Pact

①

Instant

Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay  $\{2\}\{G\}\{G\}$ . If you don't, you lose the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tolaria West

Land

This land enters tapped.  
{T}: Add {U}.  
Transmute {1}{U}{U} ({1}{U}{U},  
Discard this card: Search your  
library for a card with mana value  
0, reveal it, put it into your hand,  
then shuffle. Transmute only as a  
sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tolaria West

Land

This land enters tapped.  
{T}: Add {U}.  
Transmute {1}{U}{U} ({1}{U}{U},  
Discard this card: Search your  
library for a card with mana value  
0, reveal it, put it into your hand,  
then shuffle. Transmute only as a  
sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Uro, Titan of Nature's Wrath (1)(G)(U)

①

**G**

U

Legendary Creature -- Elder Giant

When Uro enters, sacrifice it unless it escaped.

Whenever Uro enters or attacks, you gain 3 life and draw a card, then you may put a land card from your hand onto the battlefield.

Escape-- $\{G\}\{G\}\{U\}\{U\}$ , Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

6/6

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|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div>Valakut, the Molten Pinnacle</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>Whenever a Mountain you control enters, if you control at least five other Mountains, you may have this land deal 3 damage to any target.</p> <p>{T}: Add {R}.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Valakut, the Molten Pinnacle</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>Whenever a Mountain you control enters, if you control at least five other Mountains, you may have this land deal 3 damage to any target.</p> <p>{T}: Add {R}.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Vesuva</div> <div>Land</div> <div> <p>You may have this land enter tapped as a copy of any land on the battlefield.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                               | <div>Windswept Heath</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                              |
| <div>Bojuka Bog</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>When this land enters, exile target player's graveyard.</p> <p>{T}: Add {B}.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                  | <div>Dismember</div> <div>Instant</div> <div> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>Target creature gets -5/-5 until end of turn.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                          | <div>Dismember</div> <div>Instant</div> <div> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>Target creature gets -5/-5 until end of turn.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Engineered Explosives</div> <div>Artifact</div> <div> <p>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)</p> <p>{2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |



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| <b>Field of the Dead</b><br>Land<br>This land enters tapped.<br>{T}: Add {C}.<br>Whenever this land or another land you control enters, if you control seven or more lands with different names, create a 2/2 black Zombie creature token.<br><br>[sideboard] | <b>Force of Vigor</b> ②⑥⑥<br>Instant<br>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.<br><br>[sideboard] | <b>Grafdigger's Cage</b> ①<br>Artifact<br>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.<br><br>[sideboard] | <b>Liquimetal Coating</b> ②<br>Artifact<br>{T}: Target permanent becomes an artifact in addition to its other types until end of turn.<br><br>[sideboard] |
| <b>Mystical Dispute</b> ②④<br>Instant<br>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.<br><br>[sideboard]                                                                                | <b>Mystical Dispute</b> ②④<br>Instant<br>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.<br><br>[sideboard]                                              | <b>Mystical Dispute</b> ②④<br>Instant<br>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.<br><br>[sideboard]               | <b>Reclamation Sage</b> ②⑥<br>Creature -- Elf Shaman<br>When this creature enters, you may destroy target artifact or enchantment.<br><br>[sideboard]     |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                         | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                       | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                        | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                     |

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| <div> Skysovereign, Consul Flagship 5 </div> <div> Legendary Artifact -- Vehicle </div> <div> Flying<br/> Whenever Skysovereign enters or attacks, it deals 3 damage to target creature or planeswalker an opponent controls.<br/> Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.) </div> <div> [sideboard] </div> <div> 6/5 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> Walking Ballista (X)(X) </div> <div> Artifact Creature -- Construct </div> <div> This creature enters with X +1/+1 counters on it.<br/> {4}: Put a +1/+1 counter on this creature.<br/> Remove a +1/+1 counter from this creature: It deals 1 damage to any target. </div> <div> [sideboard] </div> <div> 0/0 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> Wurmcoil Engine 6 </div> <div> Artifact Creature -- Phyrexian Wurm </div> <div> Deathtouch, lifelink<br/> When this creature dies, create a 3/3 colorless Phyrexian Wurm artifact creature token with deathtouch and a 3/3 colorless Phyrexian Wurm artifact creature token with lifelink. </div> <div> [sideboard] </div> <div> 6/6 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> |  |
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