

**Acererak the Archlich** (2)(B)

Legendary Creature -- Zombie Wizard

When Acererak enters, if you haven't completed Tomb of Annihilation, return Acererak to its owner's hand and venture into the dungeon. Whenever Acererak attacks, for each opponent, you create a 2/2 black Zombie creature token unless that player sacrifices a creature of their choice.

5/5

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## Blooming Marsh

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {B} or {G}.

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## Boseiju, Who Endures

## Legendary Land

{T}: Add {G}.  
Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.

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| <div>Breeding Pool</div> <div>Land -- Forest Island</div> <div>           ({T}: Add {G} or {U}.)<br/>           As this land enters, you may pay 2 life. If you don't, it enters tapped.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                               | <div>Cavern of Souls</div> <div>Land</div> <div>           As this land enters, choose a creature type.<br/>           {T}: Add {C}.<br/>           {T}: Add one mana of any color.<br/>           Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                | <div>Cavern of Souls</div> <div>Land</div> <div>           As this land enters, choose a creature type.<br/>           {T}: Add {C}.<br/>           {T}: Add one mana of any color.<br/>           Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Darkslick Shores</div> <div>Land</div> <div>           This land enters tapped unless you control two or fewer other lands.<br/>           {T}: Add {U} or {B}.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                              |
| <div>Ertai Resurrected <div>2UB</div></div> <div>Legendary Creature -- Phyrexian Human Wizard</div> <div>           Flash<br/>           When Ertai Resurrected enters, choose up to one --<br/>           * Counter target spell, activated ability, or triggered ability. Its controller draws a card.<br/>           * Destroy another target creature or planeswalker. Its controller draws a card.         </div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Ertai Resurrected <div>2UB</div></div> <div>Legendary Creature -- Phyrexian Human Wizard</div> <div>           Flash<br/>           When Ertai Resurrected enters, choose up to one --<br/>           * Counter target spell, activated ability, or triggered ability. Its controller draws a card.<br/>           * Destroy another target creature or planeswalker. Its controller draws a card.         </div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Fatal Push <div>B</div></div> <div>Instant</div> <div>           Destroy target creature if it has mana value 2 or less.<br/>           Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                   | <div>Honest Rutstein <div>1BG</div></div> <div>Legendary Creature -- Human Warlock</div> <div>           When Honest Rutstein enters, return target creature card from your graveyard to your hand.<br/>           Creature spells you cast cost {1} less to cast.         </div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <div> <div>Lazav, the Multifarious</div> <div> <div>U</div> <div>B</div> </div> </div> <div> <div>Legendary Creature -- Shapeshifter</div> <div> <p>When Lazav enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> <p>{X}: Lazav becomes a copy of target creature card in your graveyard with mana value X, except its name is Lazav, the Multifarious, it's legendary in addition to its other types, and it has this ability.</p> </div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Mana Confluence</div> <div></div> </div> <div> <div>Land</div> <div> <p>{T}, Pay 1 life: Add one mana of any color.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                               | <div> <div>Mana Confluence</div> <div></div> </div> <div> <div>Land</div> <div> <p>{T}, Pay 1 life: Add one mana of any color.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                               | <div> <div>Mana Confluence</div> <div></div> </div> <div> <div>Land</div> <div> <p>{T}, Pay 1 life: Add one mana of any color.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                               |
| <div> <div>Mox Amber</div> <div> <div>0</div> </div> </div> <div> <div>Legendary Artifact</div> <div> <p>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                               | <div> <div>Oath of Nissa</div> <div> <div>G</div> </div> </div> <div> <div>Legendary Enchantment</div> <div> <p>When Oath of Nissa enters, look at the top three cards of your library. You may reveal a creature, land, or planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in any order.</p> <p>You may spend mana as though it were mana of any color to cast planeswalker spells.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Oath of Nissa</div> <div> <div>G</div> </div> </div> <div> <div>Legendary Enchantment</div> <div> <p>When Oath of Nissa enters, look at the top three cards of your library. You may reveal a creature, land, or planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in any order.</p> <p>You may spend mana as though it were mana of any color to cast planeswalker spells.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Oath of Nissa</div> <div> <div>G</div> </div> </div> <div> <div>Legendary Enchantment</div> <div> <p>When Oath of Nissa enters, look at the top three cards of your library. You may reveal a creature, land, or planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in any order.</p> <p>You may spend mana as though it were mana of any color to cast planeswalker spells.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

**G**

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## Legendary Land

{T}: Add {U}.  
Channel -- {3}{U}, Discard this  
card: Return target artifact,  
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This ability costs {1} less to  
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{T}: Add {C}.
{T}: Add one mana of any color.
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{T}: Add one mana of any color among
legendary permanents you control.
{3}, {T}, Exile this land: Target
legendary creature gains hexproof
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③

Artifact

{T}: Add one mana of any color.  
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1/3

- - - BACK FACE - - -

### Legendary Creature -- Phyrexian Wizard

**Trample**  
Whenever a source deals damage to Rona, that source's controller exiles a card from their hand at random. If it's a land card, you may put it onto the battlefield under your control. Otherwise, you may cast it without paying its mana cost.

5/5

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## ①②

Legendary Creature -- Human Wizard

Whenever you cast a legendary spell,  
untap Rona.  
{T}: Draw a card, then discard a card.  
{5}{B/P}: Transform Rona. Activate  
only as a sorcery. ({B/P} can be paid  
with either {B} or 2 life.)

1/3

- - - BACK FACE - - -

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- - - BACK FACE - - -

Legendary Creature -- Phyrexian Wizard

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5/5

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| <p><b>Rona, Herald of Invasion</b> ①①①</p> <p>Legendary Creature -- Human Wizard</p> <p>Whenever you cast a legendary spell, untap Rona.</p> <p>{T}: Draw a card, then discard a card. {5}{B/P}: Transform Rona. Activate only as a sorcery. ({B/P} can be paid with either {B} or 2 life.)</p> <p>1/3</p> <p>----- BACK FACE -----</p> <p><b>Rona, Tolarian Obliterator</b></p> <p>Legendary Creature -- Phyrexian Wizard</p> <p>Trample</p> <p>Whenever a source deals damage to Rona, that source's controller exiles a card from their hand at random. If it's a land card, you may put it onto the battlefield under your control. Otherwise, you may cast it without paying its mana cost.</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Slogurk, the Overslime</b> ①⑥①</p> <p>Legendary Creature -- Ooze</p> <p>Trample</p> <p>Whenever a land card is put into your graveyard from anywhere, put a +1/+1 counter on Slogurk.</p> <p>Remove three +1/+1 counters from Slogurk: Return it to its owner's hand.</p> <p>When Slogurk leaves the battlefield, return up to three target land cards from your graveyard to your hand.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Slogurk, the Overslime</b> ①⑥①</p> <p>Legendary Creature -- Ooze</p> <p>Trample</p> <p>Whenever a land card is put into your graveyard from anywhere, put a +1/+1 counter on Slogurk.</p> <p>Remove three +1/+1 counters from Slogurk: Return it to its owner's hand.</p> <p>When Slogurk leaves the battlefield, return up to three target land cards from your graveyard to your hand.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Slogurk, the Overslime</b> ①⑥①</p> <p>Legendary Creature -- Ooze</p> <p>Trample</p> <p>Whenever a land card is put into your graveyard from anywhere, put a +1/+1 counter on Slogurk.</p> <p>Remove three +1/+1 counters from Slogurk: Return it to its owner's hand.</p> <p>When Slogurk leaves the battlefield, return up to three target land cards from your graveyard to your hand.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
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| <div><div><div>Takenuma, Abandoned Mire</div><div>Legendary Land</div><div>{T}: Add {B}.<br/>Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Takenuma, Abandoned Mire</div><div>Legendary Land</div><div>{T}: Add {B}.<br/>Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Tinybones, the Pickpocket (B)</div><div>Legendary Creature -- Skeleton Rogue</div><div>Deathtouch<br/>Whenever Tinybones deals combat damage to a player, you may cast target nonland permanent card from that player's graveyard, and mana of any type can be spent to cast that spell.</div></div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ziatora's Proving Ground</div><div>Land -- Swamp Mountain Forest</div><div>{T}: Add {B}, {R}, or {G}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            |
| <div><div><div>Ziatora's Proving Ground</div><div>Land -- Swamp Mountain Forest</div><div>{T}: Add {B}, {R}, or {G}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                           | <div><div><div>Fatal Push (B)</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                | <div><div><div>Fatal Push (B)</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                  | <div><div><div>Fatal Push (B)</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <p><b>Go for the Throat</b> (1)(B)</p> <p>Instant</p> <p>Destroy target nonartifact creature.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Jegantha, the Wellspring</b> (4)(R/U)</p> <p>Legendary Creature -- Elemental Elk</p> <p>Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)</p> <p>{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.</p> <p>[sideboard]</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                              | <p><b>Mystical Dispute</b> (2)(U)</p> <p>Instant</p> <p>This spell costs {2} less to cast if it targets a blue spell.</p> <p>Counter target spell unless its controller pays {3}.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | <p><b>Mystical Dispute</b> (2)(U)</p> <p>Instant</p> <p>This spell costs {2} less to cast if it targets a blue spell.</p> <p>Counter target spell unless its controller pays {3}.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Negate</b> (1)(U)</p> <p>Instant</p> <p>Counter target noncreature spell.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>               | <p><b>Reidane, God of the Worthy</b> (2)(W)</p> <p>Legendary Creature -- God</p> <p>Flying, vigilance</p> <p>Snow lands your opponents control enter tapped.</p> <p>Noncreature spells your opponents cast with mana value 4 or greater cost {2} more to cast.</p> <p>[sideboard]</p> <p>2/3</p> <p>----- BACK FACE -----</p> <p><b>Valkmira, Protector's Shield</b> (3)(W)</p> <p>Legendary Artifact</p> <p>If a source an opponent controls would deal damage to you or a permanent you control, prevent 1 of that damage. Whenever you or another permanent you control becomes the target of a spell or ability an opponent controls, counter that spell or ability unless its controller pays {1}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Reidane, God of the Worthy</b> (2)(W)</p> <p>Legendary Creature -- God</p> <p>Flying, vigilance</p> <p>Snow lands your opponents control enter tapped.</p> <p>Noncreature spells your opponents cast with mana value 4 or greater cost {2} more to cast.</p> <p>[sideboard]</p> <p>2/3</p> <p>----- BACK FACE -----</p> <p><b>Valkmira, Protector's Shield</b> (3)(W)</p> <p>Legendary Artifact</p> <p>If a source an opponent controls would deal damage to you or a permanent you control, prevent 1 of that damage. Whenever you or another permanent you control becomes the target of a spell or ability an opponent controls, counter that spell or ability unless its controller pays {1}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Thoughtseize</b> (B)</p> <p>Sorcery</p> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>            |

Thoughtseize

B

Sorcery

Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Titania, Voice of Gaea

1GG

Legendary Creature -- Elemental

Reach  
Whenever one or more land cards are put into your graveyard from anywhere, you gain 2 life.  
At the beginning of your upkeep, if there are four or more land cards in your graveyard and you both own and control Titania, Voice of Gaea and a land named Argoth, Sanctum of Nature, exile them, then meld them into Titania, Gaea Incarnate.

[sideboard]

3/4

OTHER FACE

Titania, Gaea Incarnate

Legendary Creature -- Elemental Avatar

Reach, vigilance, trample, haste  
Titania's power and toughness are each equal to the number of lands you control.  
When Titania enters, return all land cards from your graveyard to the battlefield tapped.  
(3)(G): Put four +1/+1 counters on target land you control. It becomes a 0/0 Elemental creature with haste. It's still a land.

\*/\*

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