

<div> Aerie Auxiliary 3W </div> <div> Creature -- Bird Soldier </div> <div> Flying When this creature enters, support 2. (Put a +1/+1 counter on each of up to two other target creatures.) </div> <div> [sideboard] </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Aether Spike 1U </div> <div> Instant </div> <div> Choose target spell. You get {E}{E} (two energy counters), then you may pay any amount of {E}. Counter that spell unless its controller pays {1} for each {E} paid this way. </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Ajani Fells the Godsire 3WW </div> <div> Enchantment -- Saga </div> <div> (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Exile target creature an opponent controls with power 3 or greater. II -- Create a 2/1 white Cat Warrior creature token, then put a vigilance counter on a creature you control. III -- Target creature you control gains double strike until end of turn. </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Ajani, Nacatl Pariah 1W </div> <div> Legendary Creature -- Cat Warrior </div> <div> When Ajani enters, create a 2/1 white Cat Warrior creature token. Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control. </div> <div> [sideboard] </div> <div> <div>1/2</div> <div>----- BACK FACE -----</div> <div> Ajani, Nacatl Avenger </div> <div> Legendary Planeswalker -- Ajani </div> <div> [+2]: Put a +1/+1 counter on each Cat you control. [0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target. [-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest. </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>
<div> Amped Raptor 1R </div> <div> Creature -- Dinosaur </div> <div> First strike When this creature enters, you get {E}{E} (two energy counters). Then if you cast it from your hand, exile cards from the top of your library until you exile a nonland card. You may cast that card by paying an amount of {E} equal to its mana value rather than paying its mana cost. </div> <div> [sideboard] </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Amphibian Downpour 2U </div> <div> Enchantment -- Aura </div> <div> Flash Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies. Copies become tokens.) Enchant creature Enchanted creature loses all abilities and is a blue Frog creature with base power and toughness 1/1. </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Angel of the Ruins 5WW </div> <div> Artifact Creature -- Angel </div> <div> Flying When this creature enters, exile up to two target artifacts and/or enchantments. Plainscycling {2} ({2}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.) </div> <div> [sideboard] </div> <div> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Annoyed Altisaur 5GG </div> <div> Creature -- Dinosaur </div> <div> Reach, trample Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) </div> <div> [sideboard] </div> <div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div> <div>Barbarian Ring</div> <div>Land</div> <div> <p>{T}: Add {R}. This land deals 1 damage to you.</p> <p>Threshold -- {R}, {T}, Sacrifice this land: It deals 2 damage to any target. Activate only if there are seven or more cards in your graveyard.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Basking Broodscale</div> <div>Creature -- Eldrazi Lizard</div> <div> <p>Devoid (This card has no color.)</p> <p>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</p> <p>Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Buried Alive</div> <div>Sorcery</div> <div> <p>Search your library for up to three creature cards, put them into your graveyard, then shuffle.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Colossal Dreadmask</div> <div>Artifact -- Equipment</div> <div> <p>Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)</p> <p>Equipped creature gets +6/+6 and has trample.</p> <p>Equip {3}{G}{G}</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Corrupted Shapeshifter</div> <div>Creature -- Eldrazi Shapeshifter</div> <div> <p>Devoid (This card has no color.)</p> <p>As this creature enters, it becomes your choice of a 3/3 creature with flying, a 2/5 creature with vigilance, or a 0/12 creature with defender.</p> <p>[sideboard]</p> </div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Deem Inferior</div> <div>Sorcery</div> <div> <p>This spell costs {1} less to cast for each card you've drawn this turn.</p> <p>The owner of target nonland permanent puts it into their library second from the top or on the bottom.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Disciple of Freyalise</div> <div>Creature -- Elf Druid</div> <div> <p>When this creature enters, you may sacrifice another creature. If you do, you gain X life and draw X cards, where X is that creature's power.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Dog Umbra</div> <div>Enchantment -- Aura</div> <div> <p>Flash</p> <p>Enchant creature</p> <p>As long as another player controls enchanted creature, it can't attack or block. Otherwise, this Aura has umbra armor. (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

<div> Dog Umbra 1W </div> <div> Enchantment -- Aura </div> <div> <p>Flash</p> <p>Enchant creature</p> <p>As long as another player controls enchanted creature, it can't attack or block. Otherwise, this Aura has umbra armor. (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Drossclaw 1B </div> <div> Artifact -- Equipment </div> <div> <p>Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)</p> <p>Equipped creature gets +1/+1. Whenever equipped creature attacks, each opponent loses 1 life.</p> <p>Equip {2}</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Drowner of Truth 56/6/6 </div> <div> Creature -- Eldrazi </div> <div> <p>Devoid (This card has no color.)</p> <p>When you cast this spell, if {C} was spent to cast it, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</p> <p>[sideboard]</p> <div>7/6</div> <div> ----- BACK FACE ----- </div> <div> Drowned Jungle </div> <div> Land </div> <div> <p>This land enters tapped.</p> <p>{T}: Add {G} or {U}.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Eldrazi Linebreaker 1CR </div> <div> Creature -- Eldrazi </div> <div> <p>Devoid (This card has no color.)</p> <p>Trample</p> <p>At the beginning of combat on your turn, target creature you control gains haste and gets +X/+0 until end of turn, where X is the number of Eldrazi you control.</p> <p>[sideboard]</p> <div>3/3</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> Emissary of Soulfire 1WU </div> <div> Creature -- Djinn Monk </div> <div> <p>When this creature enters, you get {E}{E}{E} (three energy counters). Pay {E}{E}: Put an exalted counter on target creature you control. Activate only as a sorcery. (Whenever a creature you control attacks alone, it gets +1/+1 until end of turn for each instance of exalted among permanents you control.)</p> <p>[sideboard]</p> <div>1/4</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Etched Slith 1B </div> <div> Artifact Creature -- Phyrexian Slith </div> <div> <p>Menace</p> <p>Whenever this creature deals combat damage to a player, put a +1/+1 counter on it. When you do, you may remove a counter from another target permanent or opponent.</p> <p>[sideboard]</p> <div>1/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Etherium Pteramander B </div> <div> Artifact Creature -- Salamander Drake </div> <div> <p>Flying</p> <p>This creature can block only creatures with flying.</p> <p>{6}{B}: Adapt 4. This ability costs {1} less to activate for each other artifact you control. (If this creature has no +1/+1 counters on it, put four +1/+1 counters on it.)</p> <p>[sideboard]</p> <div>1/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Evolution Witness 2G </div> <div> Creature -- Elf Shaman Mutant </div> <div> <p>{1}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)</p> <p>Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand.</p> <p>[sideboard]</p> <div>2/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

<div> Fangs of Kalonia <div> <div>1</div> <div>G</div> </div> </div> <div>Sorcery</div> <div> Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on each creature that had a +1/+1 counter put on it this way. Overload {4}{G}{G} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") </div> <div>[sideboard]</div> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Fetid Gargantua <div> <div>4</div> <div>B</div> </div> </div> <div>Creature -- Horror</div> <div> {2}{B}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Whenever one or more +1/+1 counters are put on this creature, you may draw two cards. If you do, you lose 2 life. </div> <div>[sideboard]</div> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Flare of Malice <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div>Instant</div> <div> You may sacrifice a nontoken black creature rather than pay this spell's mana cost. Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control. </div> <div>[sideboard]</div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Fowl Strike <div> <div>1</div> <div>G</div> </div> </div> <div>Instant</div> <div> Destroy target creature with flying. Reinforce 2--{2}{G} ({2}{G}, Discard this card: Put two +1/+1 counters on target creature.) </div> <div>[sideboard]</div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Genku, Future Shaper <div> <div>2</div> <div>W</div> <div>U</div> </div> </div> <div>Legendary Creature -- Moonfolk Wizard</div> <div> Whenever another nontoken permanent you control leaves the battlefield, choose one that hasn't been chosen this turn. Create a creature token with those characteristics. * 2/2 white Fox with vigilance. * 1/2 blue Moonfolk with flying. * 1/1 black Rat with lifelink. {3}{W}{U}: Put a +1/+1 counter on each creature you control. </div> <div>[sideboard]</div> <div> <div>2/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Glimpse the Impossible <div> <div>2</div> <div>R</div> </div> </div> <div>Sorcery</div> <div> Exile the top three cards of your library. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them into your graveyard, then create a 0/1 colorless Eldrazi Spawn creature token for each card put into your graveyard this way. Those tokens have "Sacrifice this token: Add {C}." </div> <div>[sideboard]</div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Glyph Elemental <div> <div>1</div> <div>W</div> </div> </div> <div>Enchantment Creature -- Elemental</div> <div> Bestow {1}{W} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.) Landfall -- Whenever a land you control enters, put a +1/+1 counter on this permanent. Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura. </div> <div>[sideboard]</div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Gravedig <div> <div>1</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> Choose one -- * Target player creates a 2/2 black Zombie creature token. * Return target creature card from your graveyard to your hand. Entwine {2} (Choose both if you pay the entwine cost.) </div> <div>[sideboard]</div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

<div> Guardian of the Forgotten 3W </div> <div> Creature -- Elephant Warrior </div> <div> Vigilance Whenever a modified creature you control dies, manifest the top card of your library. (Equipment, Auras you control, and counters are modifications. To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.) </div> <div> [sideboard] </div> <div> 4/4 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div>	<div> Hexgold Slith 1W </div> <div> Creature -- Slith </div> <div> When this creature enters, you get {E}{E} (two energy counters). Whenever this creature attacks, you may pay {E}{E}. If you do, it gains first strike until end of turn. Whenever this creature deals combat damage to a player, put a +1/+1 counter on it. </div> <div> [sideboard] </div> <div> 2/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div>	<div> Hexgold Slith 1W </div> <div> Creature -- Slith </div> <div> When this creature enters, you get {E}{E} (two energy counters). Whenever this creature attacks, you may pay {E}{E}. If you do, it gains first strike until end of turn. Whenever this creature deals combat damage to a player, put a +1/+1 counter on it. </div> <div> [sideboard] </div> <div> 2/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div>	<div> Infernal Captor 3R </div> <div> Creature -- Devil Rogue </div> <div> Exploit (When this creature enters, you may sacrifice a creature.) When this creature exploits a creature, gain control of target artifact or creature until end of turn. Untap that permanent. It gains haste until end of turn. </div> <div> [sideboard] </div> <div> 3/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div>
<div> Inspired Inventor 2W </div> <div> Creature -- Human Artificer </div> <div> When this creature enters, choose one -- * You get {E}{E}{E} (three energy counters). * Put a +1/+1 counter on target creature. * Create a 1/1 colorless Servo artifact creature token. </div> <div> [sideboard] </div> <div> 2/2 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div>	<div> Jolted Awake W </div> <div> Sorcery </div> <div> Choose up to one target artifact or creature card in your graveyard. You get {E}{E} (two energy counters). Then you may pay an amount of {E} equal to that card's mana value. If you do, return it from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.) </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div>	<div> Jolted Awake W </div> <div> Sorcery </div> <div> Choose up to one target artifact or creature card in your graveyard. You get {E}{E} (two energy counters). Then you may pay an amount of {E} equal to that card's mana value. If you do, return it from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.) </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div>	<div> Legion Leadership 1R/W </div> <div> Instant </div> <div> Until end of turn, double target creature's power and it gains first strike. </div> <div> [sideboard] </div> <div> ----- BACK FACE ----- </div> <div> Legion Stronghold </div> <div> Land </div> <div> This land enters tapped. {T}: Add {R} or {W}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div>

① ②

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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① ⑥

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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W

Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)
Equipped creature gets +1/+1 and has flying.
Equip {3}{W}

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W

Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)
Equipped creature gets +1/+1 and has flying.
Equip {3}{W}

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① W

Whenever another nontoken creature you control enters, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

3/1

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① W

Whenever another nontoken creature you control enters, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

3/1

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

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2WB

Lifelink
Whenever another modified creature you control dies, put two +1/+1 counters on this creature.

2/2

- - - ADVENTURE - - -

(W)(B)

Distribute two +1/+1 counters among one or two target creatures. (Then exile this card. You may cast the creature later from exile.)

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<div> Petrifying Meddler 4U </div> <div> Creature -- Eldrazi </div> <div> <p>Devoid (This card has no color.) When you cast this spell, tap up to one target creature and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.) Reach</p> </div> <div> [sideboard] </div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Phyrexian Ironworks 2R </div> <div> Artifact </div> <div> <p>Whenever you attack, you get {E} (an energy counter). {T}, Pay {E}{E}{E}: Create a 3/3 colorless Phyrexian Golem artifact creature token. Activate only as a sorcery.</p> </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Planar Genesis GU </div> <div> Instant </div> <div> <p>Look at the top four cards of your library. You may put a land card from among them onto the battlefield tapped. If you don't, put a card from among them into your hand. Put the rest on the bottom of your library in a random order.</p> </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Psychic Frog UB </div> <div> Creature -- Frog </div> <div> <p>Whenever this creature deals combat damage to a player or planeswalker, draw a card. Discard a card: Put a +1/+1 counter on this creature. Exile three cards from your graveyard: This creature gains flying until end of turn.</p> </div> <div> [sideboard] </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Pyretic Rebirth 2BR </div> <div> Instant </div> <div> <p>Return target artifact or creature card from your graveyard to your hand. Pyretic Rebirth deals damage equal to that card's mana value to up to one target creature or planeswalker.</p> </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Quest for the Necropolis B </div> <div> Enchantment </div> <div> <p>Landfall -- Whenever a land you control enters, put a quest counter on this enchantment. {5}{B}, Sacrifice this enchantment: Put target creature card from a graveyard onto the battlefield under your control. This ability costs {1} less to activate for each quest counter on this enchantment. Activate only as a sorcery.</p> </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Recruiter of the Guard 2W </div> <div> Creature -- Human Soldier </div> <div> <p>When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.</p> </div> <div> [sideboard] </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Refurbished Familiar 3B </div> <div> Artifact Creature -- Zombie Rat </div> <div> <p>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.</p> </div> <div> [sideboard] </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div> Retrofitted Transmogrant (B) </div> <div> Artifact Creature -- Zombie </div> <div> {3}{B}: Return this card from your graveyard to the battlefield tapped with two +1/+1 counters on it. </div> <div> [sideboard] </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Revitalizing Repast (6/6) </div> <div> Instant </div> <div> Put a +1/+1 counter on target creature. It gains indestructible until end of turn. </div> <div> [sideboard] </div> <div> <div> <div> <div> </div> </div> <div> </div> </div> </div> <div> Old-Growth Grove </div> <div> Land </div> <div> This land enters tapped. {T}: Add {B} or {G}. </div> <div> <div> <div> </div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Roil Cartographer (1)(U) </div> <div> Creature -- Merfolk Rogue </div> <div> Landfall -- Whenever a land you control enters, you get {E} (an energy counter). {T}, Pay six {E}: Draw three cards. </div> <div> [sideboard] </div> <div> <div>1/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Rosecot Knight (4)(W) </div> <div> Creature -- Human Knight </div> <div> Vigilance When this creature enters, look at the top six cards of your library. You may reveal an artifact or enchantment card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. If you didn't put a card into your hand this way, put a +1/+1 counter on this creature. </div> <div> [sideboard] </div> <div> <div>3/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Sarpadian Simulacrum (R) </div> <div> Artifact Creature -- Goblin </div> <div> Haste {3}{R}, Sacrifice this creature: It deals 4 damage to target creature. </div> <div> [sideboard] </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Skittering Precursor (2)(R) </div> <div> Creature -- Eldrazi Drone </div> <div> Devoid (This card has no color.) Menace Whenever you sacrifice a nontoken permanent, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." </div> <div> [sideboard] </div> <div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Skoa, Embermage (4)(R)(R) </div> <div> Legendary Creature -- Goblin Wizard </div> <div> When Skoa enters, it deals 4 damage to any target. Grandeur -- Discard another card named Skoa, Embermage, Sacrifice two Mountains: Skoa deals 4 damage to any target. </div> <div> [sideboard] </div> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Smelted Chargebug (1)(R) </div> <div> Artifact Creature -- Insect </div> <div> Menace When this creature enters, you get {E}{E} (two energy counters). Whenever this creature attacks, you may pay {E}. If you do, another target attacking creature gets +1/+0 and gains menace until end of turn. </div> <div> [sideboard] </div> <div> <div>1/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

<div> <div>Solitude</div> <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div>Flash</div> <div>Lifelink</div> <div>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.</div> <div>Evoked--Exile a white card from your hand.</div> <div>[sideboard]</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Solstice Zealot</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Rhino Cleric</div> <div>When this creature enters, you get {E}{E} (two energy counters).</div> <div>{T}, Pay {E}: Tap target creature.</div> <div>[sideboard]</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Spymaster's Vault</div> <div></div> </div> <div> <div>Land</div> <div>This land enters tapped unless you control a Swamp.</div> <div>{T}: Add {B}.</div> <div>{B}, {T}: Target creature you control connives X, where X is the number of creatures that died this turn. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.)</div> <div>[sideboard]</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Strix Serenade</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>Counter target artifact, creature, or planeswalker spell. Its controller creates a 2/2 blue Bird creature token with flying.</div> <div>[sideboard]</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Subtlety</div> <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div>Flash</div> <div>Flying</div> <div>When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.</div> <div>Evoked--Exile a blue card from your hand.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Swamp</div> <div></div> </div> <div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>[sideboard]</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Tamiyo Meets the Story Circle</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</div> <div>I -- Until your next turn, whenever a creature attacks you or a planeswalker you control, it gets -2/-0 until end of turn.</div> <div>II -- Discard any number of cards, then investigate twice for each card discarded this way.</div> <div>III -- Shuffle up to three target cards from your graveyard into your library.</div> <div>[sideboard]</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Tempest Harvester</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Wizard</div> <div>When this creature enters, you get {E}{E} (two energy counters).</div> <div>{T}, Pay {E}: Draw a card, then discard a card.</div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div> <div> Tempest Harvester <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Wizard</div> <div> <p>When this creature enters, you get {E}{E} (two energy counters). {T}, Pay {E}: Draw a card, then discard a card.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> The Necrobloom <div> <div>1</div> <div>W</div> <div>B</div> <div>G</div> </div> </div> <div> <div>Legendary Creature -- Plant</div> <div> <p>Landfall -- Whenever a land you control enters, create a 0/1 green Plant creature token. If you control seven or more lands with different names, create a 2/2 black Zombie creature token instead. Land cards in your graveyard have dredge 2. (You may return a land card from your graveyard to your hand and mill two cards instead of drawing a card.)</p> <p>[sideboard]</p> </div> <div> <div>2/7</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Triton Wavebreaker <div> <div>U</div> </div> </div> <div> <div>Enchantment Creature -- Merfolk Wizard</div> <div> <p>Bestow {1}{U} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.) As long as this permanent is a creature, it has prowess. (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Enchanted creature gets +1/+1 and has prowess.</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Twisted Landscape </div> <div> <div>Land</div> <div> <p>{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.)</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div> Twisted Landscape </div> <div> <div>Land</div> <div> <p>{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.)</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Unfathomable Truths <div> <div>4</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Devoid (This card has no color.) Draw three cards and create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Unfathomable Truths <div> <div>4</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Devoid (This card has no color.) Draw three cards and create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Voidpouncer <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Eldrazi</div> <div> <p>Devoid (This card has no color.) Kicker {2}{C} (You may pay an additional {2}{C} as you cast this spell.) If this creature was kicked, it enters with two +1/+1 counters and a trample counter on it and with haste.</p> <p>[sideboard]</p> </div> <div> <div>3/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

<div> <div> Witch Enchanter <div> <div>3</div> <div>W</div> </div> </div> <div> <div> Creature -- Human Warlock </div> <div> When this creature enters, destroy target artifact or enchantment an opponent controls. </div> <div> <div>sideboard</div> </div> <div> <div>2/2</div> </div> <div> <div> Witch-Blessed Meadow </div> <div> <div>Land</div> </div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Wither and Bloom <div> <div>1</div> <div>B</div> </div> </div> <div> <div> Instant </div> <div> Target creature gets -3/-3 until end of turn. {1}{B}, Exile this card from your graveyard: Put a +1/+1 counter on target creature you control. Activate only as a sorcery. </div> <div> <div>sideboard</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Worn Powerstone <div> <div>3</div> </div> </div> <div> <div> Artifact </div> <div> This artifact enters tapped. {T}: Add {C}{C}. </div> <div> <div>sideboard</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Writhing Chrysalis <div> <div>2</div> <div>R</div> <div>G</div> </div> </div> <div> <div> Creature -- Eldrazi Drone </div> <div> Devoid (This card has no color.) When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}." Reach Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature. </div> <div> <div>sideboard</div> </div> <div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div></div>
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